Dusknoir Lv.48

HP 120

STAGE 2 *Evolves from Dusclops*

NO. 477 Gripper Pokémon HT: 7'03" WT: 235.0 lbs.

Poké-Power **Shadow Command**

Once during your turn *(before your attack)*, you may draw 2 cards. If you have 7 or more cards in your hand, discard a number of cards until you have 6 cards in your hand. Then, put 2 damage counters on Dusknoir. This power can't be used if Dusknoir is affected by a Special Condition.

Damage Even

Count the number of damage counters on Dusknoir. Put that many damage counters on 1 of your opponent's Pokémon.

Night Spin 50

Prevent all effects of an attack, including damage, done to Dusknoir by your opponent's Pokémon that has 2 or less Energy attached to it during your opponent's next turn.

Illus. Mitsuhiro Arita

Weakness +30

Resistance -20

Retreat Cost

©2008 Pokémon

Empoleon LV.52

HP 130

STAGE 2 *Evolves from Prinplup*

NO. 395 Emperor Pokémon HT: 5'07" WT: 186.3 lbs.

POKÉMON POWER — Emperor Aura

Once during your turn *(before your attack)*, when you play Empoleon from your hand to evolve 1 of your Active Pokémon, you may use this power. Your opponent can't attach any Energy cards from his or her hand to his or her Pokémon during your opponent's next turn.

Steel Wing — 40

During your opponent's next turn, any damage done to Empoleon by attacks is reduced by 20 *(after applying Weakness and Resistance)*.

Whirlpool — 60

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

Illus. Kouki Saitou

weakness	resistance	retreat cost
+30		

©2008 Pokémon/Nintendo

Infernape Lv.49

HP 120

STAGE 2 Evolves from Monferno

NO. 392 Flame Pokémon HT: 3'11" WT: 121.3 lbs.

Poké-Power Blaze Dance

Once during your turn (before your attack), when you play Infernape from your hand to evolve 1 of your Pokémon, you may flip a coin. If heads, search your deck for up to 4 Fire Energy cards and attach them to your Pokémon in any way you like. Shuffle your deck afterward.

Close Combat 60

During your opponent's next turn, any damage done to Infernape by attacks is increased by 30 (after applying Weakness and Resistance).

Spreading Fire 80

Discard 2 Fire Energy attached to Infernape and this attack does 20 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Mitsuhiro Arita

weakness	resistance	retreat cost
+30		

©2008 Pokémon/Nintendo

Lumineon lv.38

HP 80

STAGE 1 *Evolves from Finneon*

NO. 457 Neon Pokémon HT: 3'11" WT: 52.9 lbs.

Poké-Power Fin Luster

Once during your turn *(before your attack)*, if Lumineon is your Active Pokémon, you may look at your opponent's hand. If your opponent's Bench isn't full, choose 1 Basic Pokémon from your opponent's hand, and put it onto his or her Bench. Then, switch it with the Defending Pokémon. This power can't be used if Lumineon is affected by a Special Condition.

Quick Swim

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Elegant Swim 30

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Lumineon during your opponent's next turn.

Illus. Kent Kanetsuno

weakness resistance retreat

+20

©2008 Pokémon/Nintendo

Magnezone LV.44

HP 120

STAGE 2 Evolves from Magneton

NO. 462 Magnet Area Pokémon HT: 3'11" WT: 396.8 lbs.

Poké-Power Magnetic Search

Once during your turn (before your attack), you may search your deck for a ⚡ or ♈ Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Magnezone is affected by a Special Condition.

⚡ ★ Speed Shot

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

⚡ ★ ★ Crush Volt 80

Discard an Energy attached to Magnezone.

Illus. Masakazu Fukuda

weakness: ⚡ +30

resistance: 🌀 -20

retreat cost: ★ ★

©2008 Pokémon/Nintendo

5/100 ★

Magnezone LV.46

HP 120

STAGE 2 *Evolves from Magneton*

NO. 462 Magnet Area Pokémon HT: 3'11" WT: 396.8 lbs.

Poké-Power: Super Connectivity

Once during your turn *(before your attack)*, you may search your discard pile for a ⚡ or ♲ Energy card and attach it to your Active Pokémon. Then, put 1 damage counter on that Pokémon. This power can't be used if Magnezone is affected by a Special Condition.

⚡ ★ ★ Gyro Ball 60

You may switch Magnezone with 1 of your Benched Pokémon. If you do, your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

It evolved from exposure to a special magnetic field.
Three units generate magnetism.

Illus. Tomoaki Imakuni

weakness: ⚡ +30

resistance: 👊 -20

retreat cost: ★ ★ ★

©2008 Pokémon/Nintendo

Mismagius lv.33

HP 80

STAGE 1 *Evolves from Misdreavus*

NO. 429 Magical Pokémon HT: 2'11" WT: 9.7 lbs.

Crash Chant 20×

Choose up to 4 in any combination of Pokémon Tool cards and Technical Machine cards in play *(both yours and your opponent's)* and discard them. This attack does 20 damage times the number of cards discarded in this way.

Horror Chant 40

If your opponent has 4 or more Benched Pokémon, choose 1 of them and return that Pokémon and all cards attached to it to your opponent's hand.

Illus. Midori Harada

weakness +20

-20

©2008 Pokémon

Raichu LV.45

HP 90

STAGE 1 *Evolves from Pikachu*

NO. 026 Mouse Pokémon HT: 2'07" WT: 66.1 lbs.

Slice 30

Raichu can't use Slice during your next turn.

Split Ball 50

Move an Energy card attached to Raichu to 1 of your Benched Pokémon.

Burst Ball 100

Discard 3 Energy attached to any of your Pokémon in any way you like.

Illus. Kagamaru Himano

weakness +20

resistance -20

retreat cost

©2008 Pokémon/Nintendo

Regigigas LV.47

HP 100

BASIC

NO. 486 Colossal Pokémon HT: 12'02" WT: 925.9 lbs.

Poké-BODY Regi Form

If you have Regirock, Regice, and Registeel in play, the attack cost of Regigigas's attacks is ★ less.

★★ **Mega Punch** 30

★ **Giga Power** 60+

You may do 60 damage plus 40 more damage. If you do, Regigigas does 40 damage to itself.

Illus. Masakazu Fukuda

weakness ×2

resistance

retreat cost ★★★★

©2008 Pokémon/Nintendo

9/100 ★

Sceptile LV.56

HP 110

STAGE 2 *Evolves from Grovyle*

NO. 254 Forest Pokémon HT: 5'07" WT: 115.1 lbs.

POKÉ-POWER Energy Trans

As often as you like during your turn *(before your attack)*, move a Energy card attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Sceptile is affected by a Special Condition.

Poison Leaf 40

The Defending Pokémon is now Poisoned.

Slice Drain 60

Remove 2 damage counters from Sceptile.

Illus. Suwama Chiaki

weakness +30

resistance -20

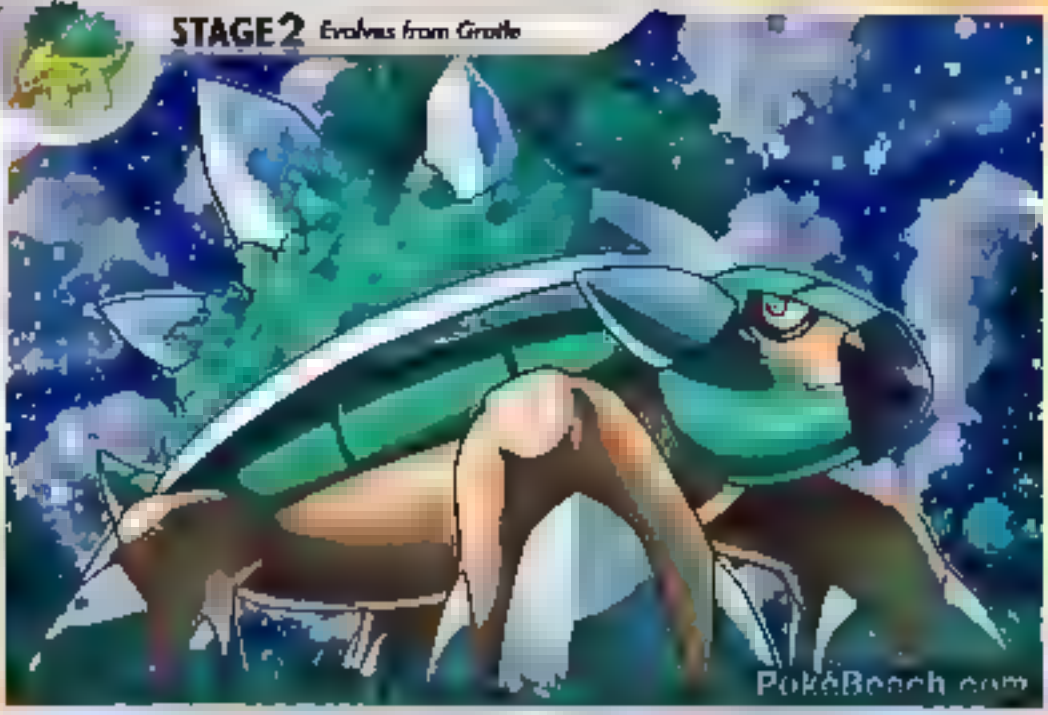
retreat cost

©2008 Pokémon/Nintendo

Torterra Lv.47

HP 140

STAGE 2 Evolves from Grotle



NO. 389 Continent Pokémon HT: 7'03" WT: 683.4 lbs.

Poké-Power Sunshine Song

Once during your turn (before your attack), when you play Torterra from your hand to evolve 1 of your Pokémon, you may choose as many of your Pokémon in play as you like. For each Pokémon you choose, search your deck for an Evolution card that evolves from that Pokémon and evolve it. Shuffle your deck afterward.

Crash Impact 60

Torterra does 20 damage to itself. Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

Land Shake 80

During your opponent's next turn, when your opponent puts a Basic Pokémon from his or her hand onto his or her Bench, put 2 damage counters on that Pokémon.

Illus. Masakazu Fukuda

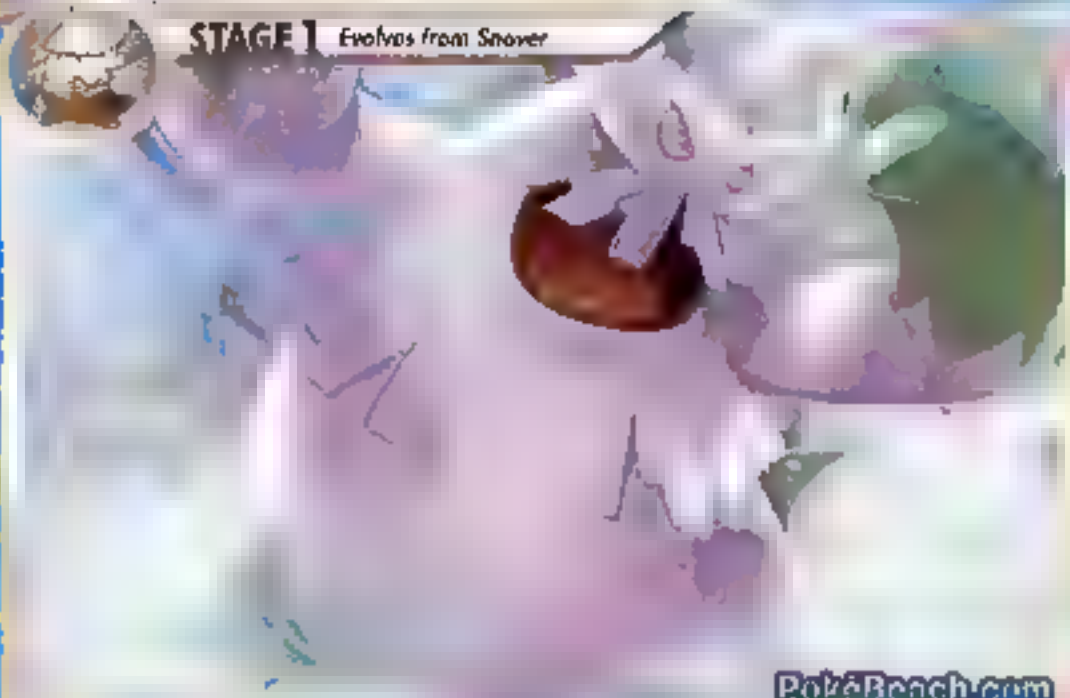
weakness +30 | resistance -20 | retreat cost

©2008 Pokémon/Nintendo

Abomasnow Lv.42

HP 100

STAGE 1 Evolves from Snover



PokéBeach.com

NO. 460 Frost Tree Pokémon H 7'03" W 298.7 lbs.

Poké-BODY Snow Veil

As long as Abomasnow is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 20 *(after applying Weakness and Resistance)*.

Snow Play 20

Does 20 damage to each of your opponent's Benched Pokémon, excluding Pokémon and Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Below Zero 60

If Abomasnow evolved from Snover during this turn, the Defending Pokémon is now Paralyzed.

Illus. Mitsuhiro Arita

weakness +30

resistance

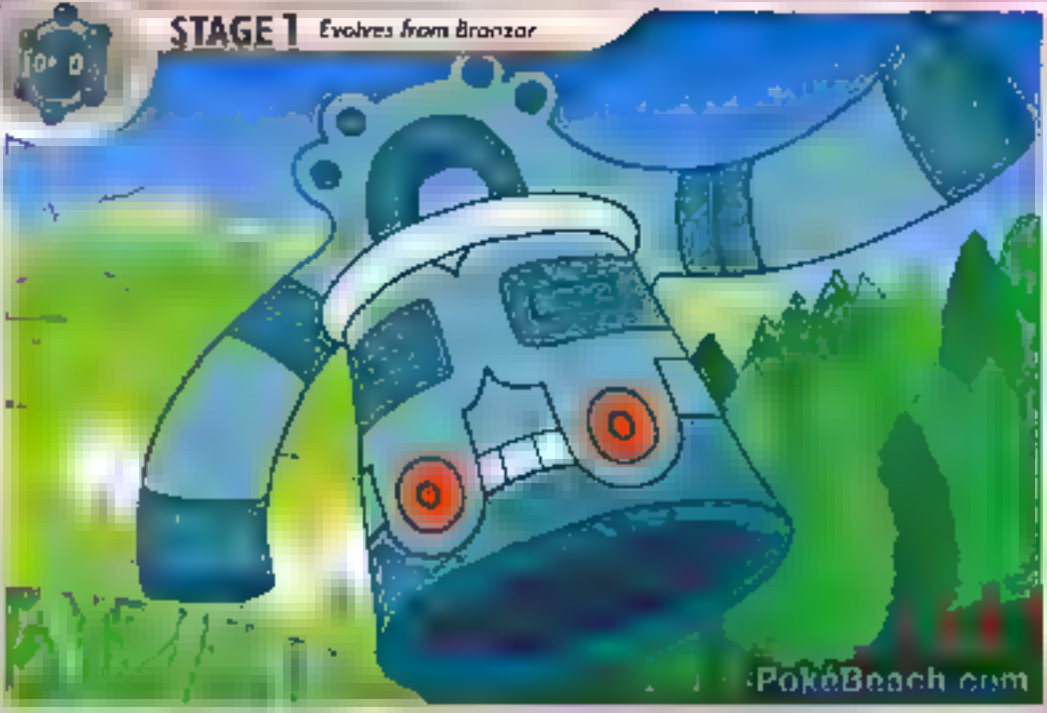
retreat cost

©2008 Pokémon/Nintendo

Bronzong LV.46

HP 90

STAGE 1 Evolves from Bronzor



Poké-POWER **Cycler**

Once during your turn (before your attack), you may choose a card from your hand and put it on top of your deck. Then, search your deck for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward. This power can't be used if Bronzong is affected by a Special Condition.

✱ **Strange Spin** 20+

If you have the same number of cards in your hand as your opponent, this attack does 20 damage plus 40 more damage and the Defending Pokémon is now Confused.

✱ ✱ **Heavy Potential**

Put a number of damage counters on each of your opponent's Pokémon equal to the number of ✱ Energy in that Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

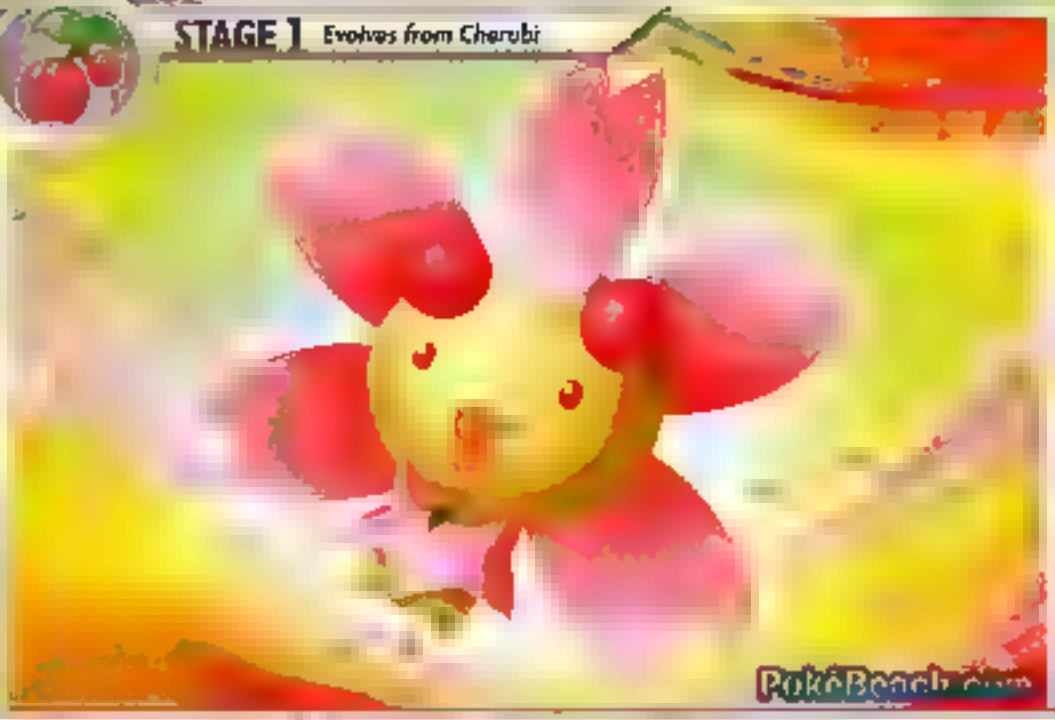
Weakness +20 Resistance -20

©2008 Pokémon

Cherrim lv.30

HP 80

STAGE 1 Evolves from Cherubi



No. 421 Blossom Pokémon HT: 1'08" WT: 20.5 lbs.

Poké-BODY **Sunny Day**

Each of your Pokémon's and Pokémon's attacks does 10 more damage to the Defending Pokémon *(before applying Weakness and Resistance)*.

Salty-sweet Pollen 20

Remove 2 damage counters from of your Pokémon.

Solarbeam 50

Illus. Suwama Chiaki

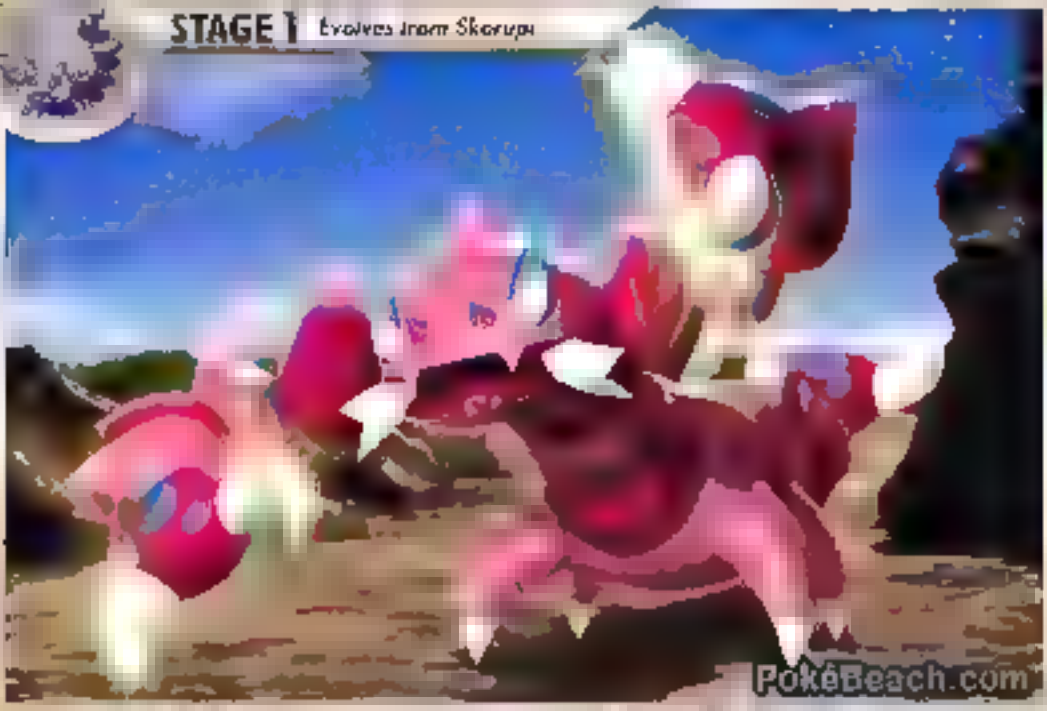
Weakness	Resistance	Retreat Cost
+20	-20	★

©2008 Pokémon/Nintendo

Drapion LV.44

HP 110

STAGE 1 Evolves from Skorupi



Scorpion Grapple 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon can't retreat during your opponent's next turn.

Cross Poison 20×

Flip 4 coins. This attack does 20 damage times the number of heads. If 2 or more of them are heads, the Defending Pokémon is now Poisoned.

Derail 60

Discard all Special Energy cards attached to the Defending Pokémon.

weakness

resistance

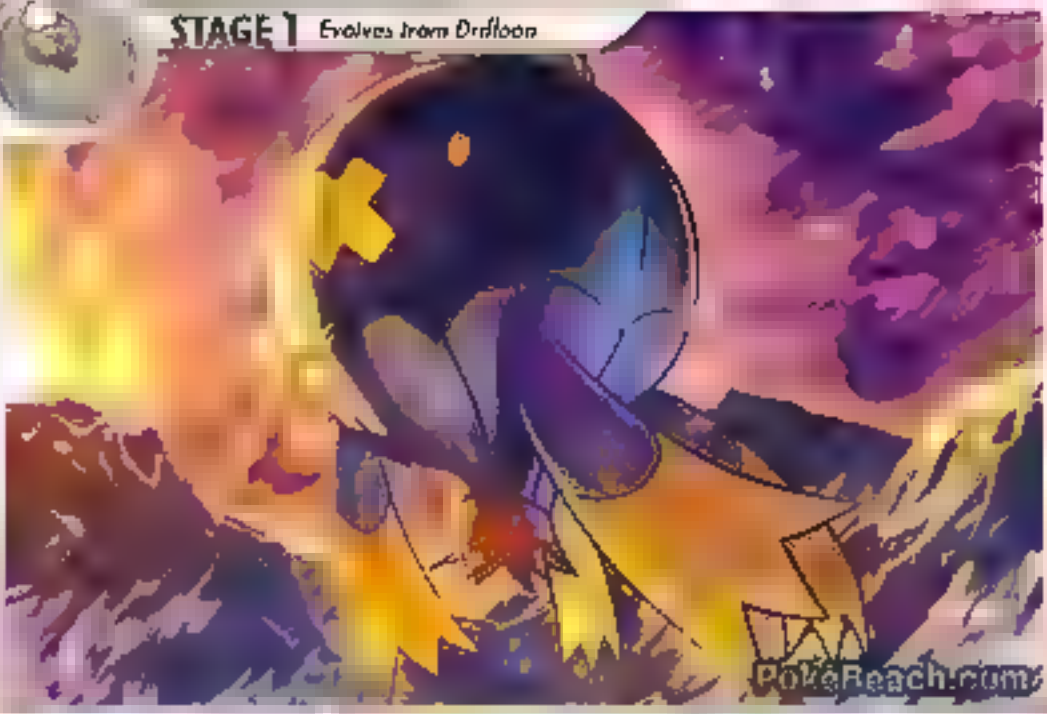
retreat cost

©2007 Pokémon/Nintendo

Drifblim LV.48

HP 90

STAGE 1 Evolves from Drifloon



[illegible]

Delivery

Put any 1 card from your discard pile into your hand.

Lifting

Search your deck for up to 2 Basic Pokemon and put them onto your Bench. For each Basic Pokémon you put onto your Bench, you may search your deck for a basic Energy card and attach it to that Pokémon. Shuffle your deck afterward.

★ **Ominous Wind** 40

Flip a coin. If heads, the Defending Pokémon is now Confused and can't retreat during your opponent's next turn.

[illegible]

Weakness +20

Resistance ★ -20

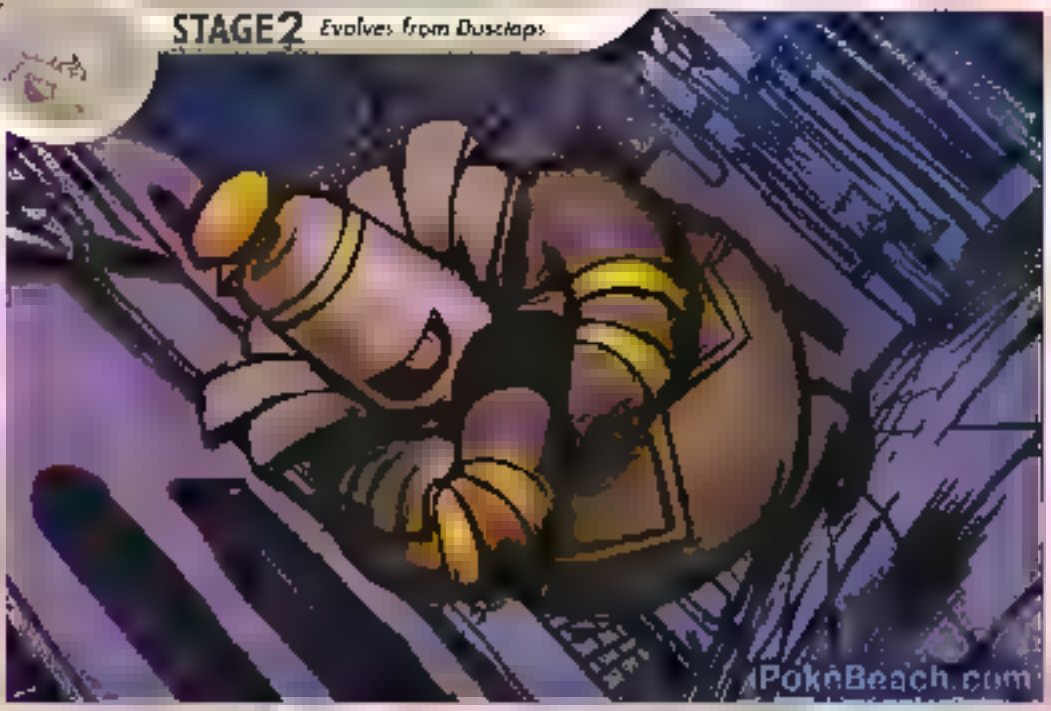
©2008 Pokémon

16/100

Dusknoir Lv.47

HP 120

STAGE 2 *Evolves from Duskops*



Poké-BODY **Spirit Pulse**

As long as Dusknoir is your Active Pokemon, put 1 damage counter on each of your opponent's Pokémon that has any Energy attached to it between turns.

Darkness Mist 60+

If the Defending Pokemon already has 2 or more damage counters on it, this attack does 60 damage plus 20 more damage.

The antenna on its head captures radio waves from the world of spirits that command it to take people there.

Illus. Tomioka Takuya

weakness +30

resistance -20

retreat cost

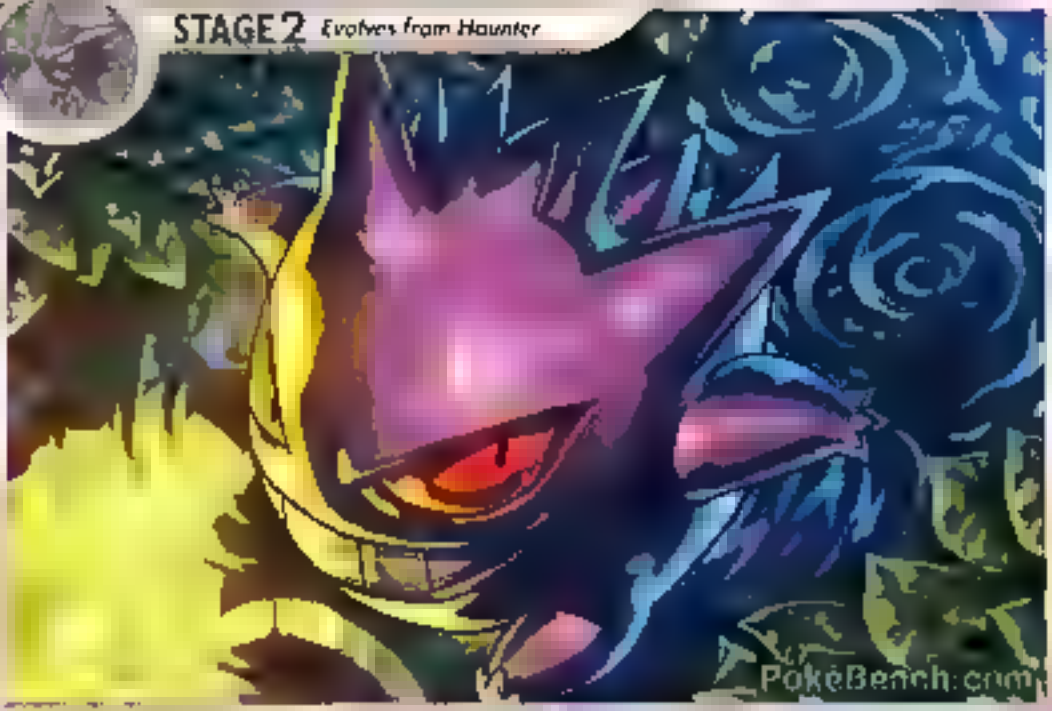
©2008 Pokémon/Nintendo

17/100

Gengar LV.43

HP 110

STAGE 2 *Evolves from Haunter*



NO. 094 [illegible]

POKÉ-POWER **Fainting Spell**

Once during your opponent's turn, if Gengar would be Knocked Out by damage from an attack, you may flip a coin. If heads, the Defending Pokémon is Knocked Out.

Shadow Room

Put 3 damage counters on 1 of your opponent's Pokemon. If that Pokémon has any Poke-Powers, put 6 damage counters on that Pokémon instead.

Poltergeist 30×

Look at your opponent's hand. This attack does 30 damage times the number of Trainer, Supporter, and Stadium cards in your opponent's hand.

[illegible] Kawajima

Weakness +30

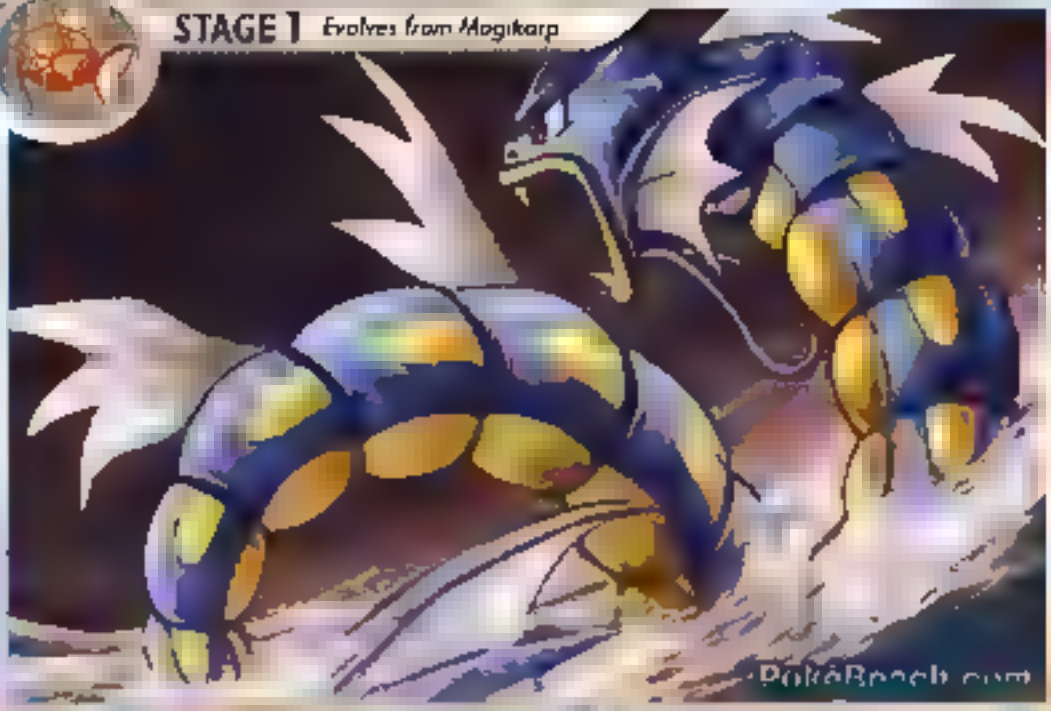
Resistance ★ -20

©2008 Pokémon

Gyarados Lv.52

HP 130

STAGE 1 Evolves from Magikarp



NO. 130 Atrocious Pokémon HT: 6'07" WT: 518.5 lbs.

Tail Revenge 30×

Does 30 damage times the number of Magikarp in your discard pile.

Wreak Havoc 40

Flip a coin until you get tails. For each heads, discard the top card from your opponent's deck.

Dragon Beat 100

Flip a coin. If heads, discard an Energy card from each of your opponent's Pokémon.

Illus. Midori Harada

weakness +30

resistance -20

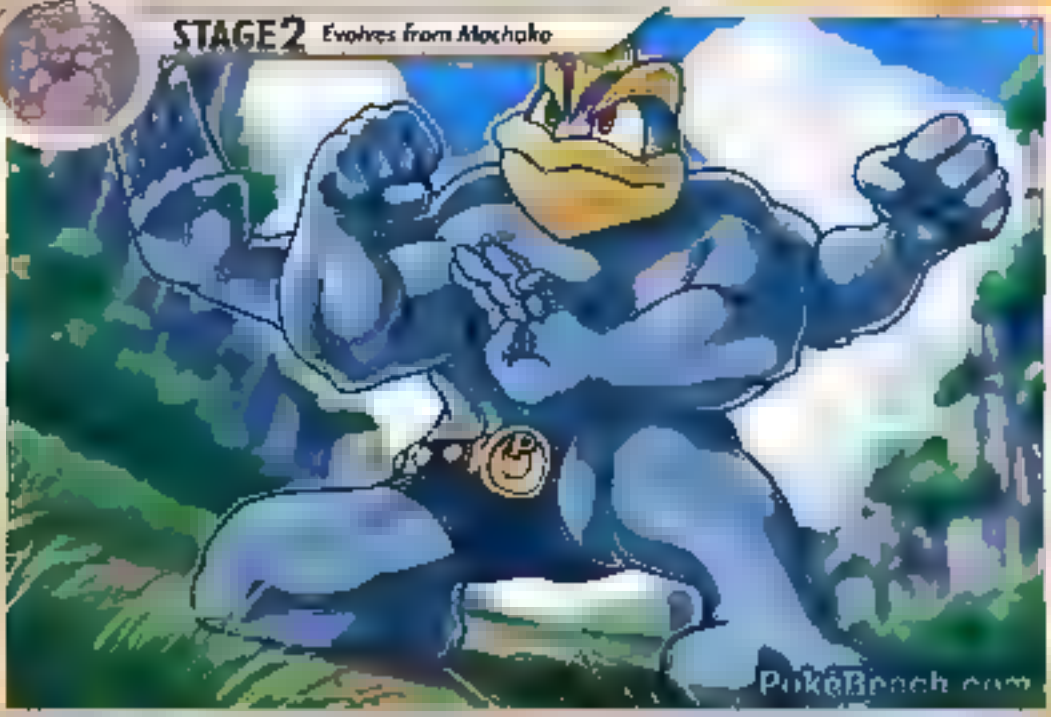
retreat

©2008 Pokémon/Nintendo

Machamp lv.62

HP 130

STAGE 2 Evolves from Machoke



NO. 068 Superpower Pokémon HT: 5'03" WT: 286.6 lbs.

Take Out 40

If the Defending Pokémon isn't an Evolved Pokémon, that Pokémon is Knocked Out instead of damaged by this attack.

Hurricane Punch 30×

Flip 4 coins. This attack does 30 damage times the number of heads.

Rage 60+

Does 60 damage plus 10 more damage for each damage counter on Machamp.

Illus. Masakazu Fukuda

weakness: +30

resistance:

retreat cost:

©2008 Pokémon/Nintendo

Mamoswine lv.56

HP 140

STAGE 2 Evolves from Piloswine

NO. 474 Tusk Pokémon HT: 6'02" WT: 649.5 lbs.

Ramming Strike 30×

Flip a coin until you get tails. This attack does 30 damage times the number of heads or you may start again. Each time you start again, put 2 damage counters on Mamoswine. (If Mamoswine would be Knocked Out, you can't start again.)

Parade 60+

Does 60 damage plus 10 more damage for each Swinub on your Bench, plus 20 more damage for each Piloswine on your Bench, and 40 more damage for each Mamoswine on your Bench.

Illus. Kent Kanetsuno

weakness +30

resistance -20

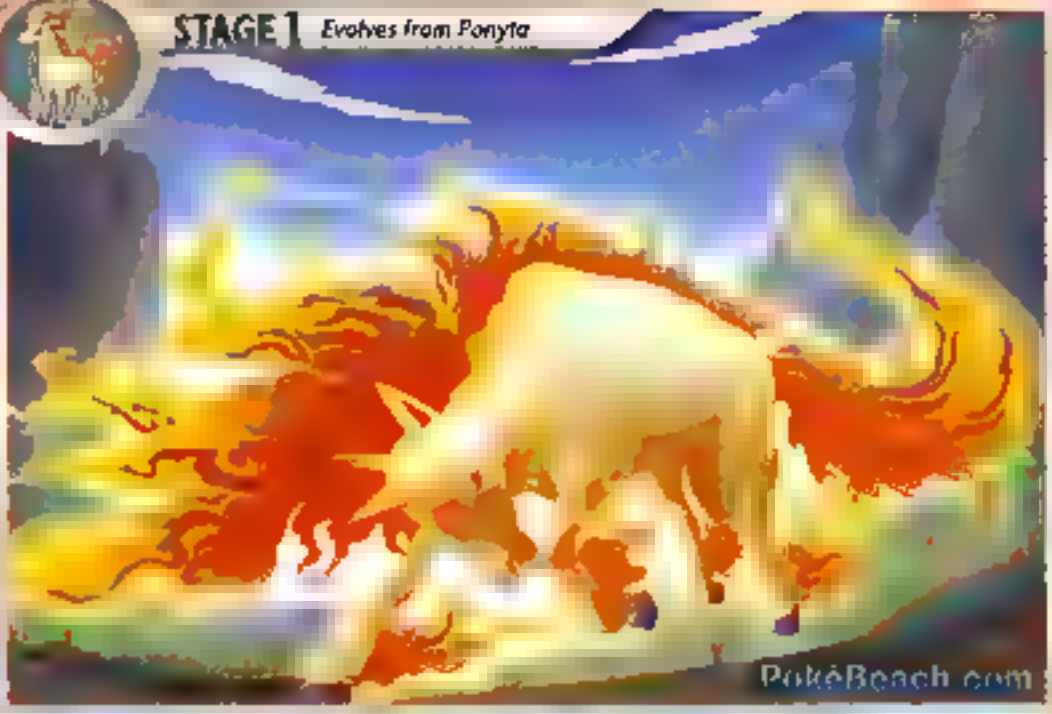
retreat cost

©2008 Pokémon/Nintendo

Rapidash lv.43

HP 80

STAGE 1 *Evolves from Ponyta*



NO. 078 Fire Horse Pokemon HT: 5'07" WT: 209.4 lbs.

Poké-BODY Burning Mane

If Rapidash is your Active Pokemon and is damaged by an opponent's attack *(even if Rapidash is Knocked Out)*, the Attacking Pokémon is now Burned.

Rear Kick 30

Shooting Fire

Discard 2 Energy attached to Rapidash and choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon *(Don't apply Weakness and Resistance for Benched Pokemon.)*

Illus. Sowanna Gowok

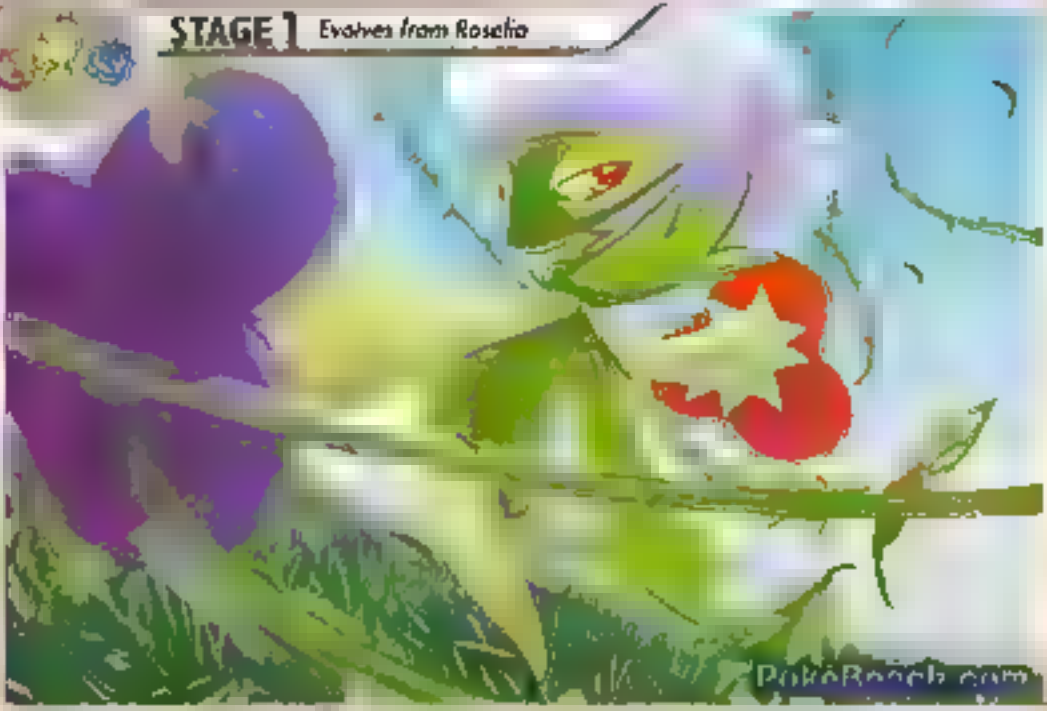
weakness: +20 | resistance | retreat cost

©2008 Pokémon/N

Roserade LV.40

HP 90

STAGE 1 Evolves from Roselia



NO. [illegible] Bouquet Pokemon HT [illegible] WT 32.0 lbs.

Poké-BODY Hidden Poison

If Roserade is your Active Pokemon and is damaged by an opponent's attack (even if Roserade is Knocked Out), the Defending Pokemon is now Poisoned.

Bowed Whip

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokemon.) Flip a coin. If heads, discard an Energy card attached to that Pokémon.

Deep Poison 50+

If the Defending Pokémon is Poisoned, this attack does 50 damage plus 30 more damage.

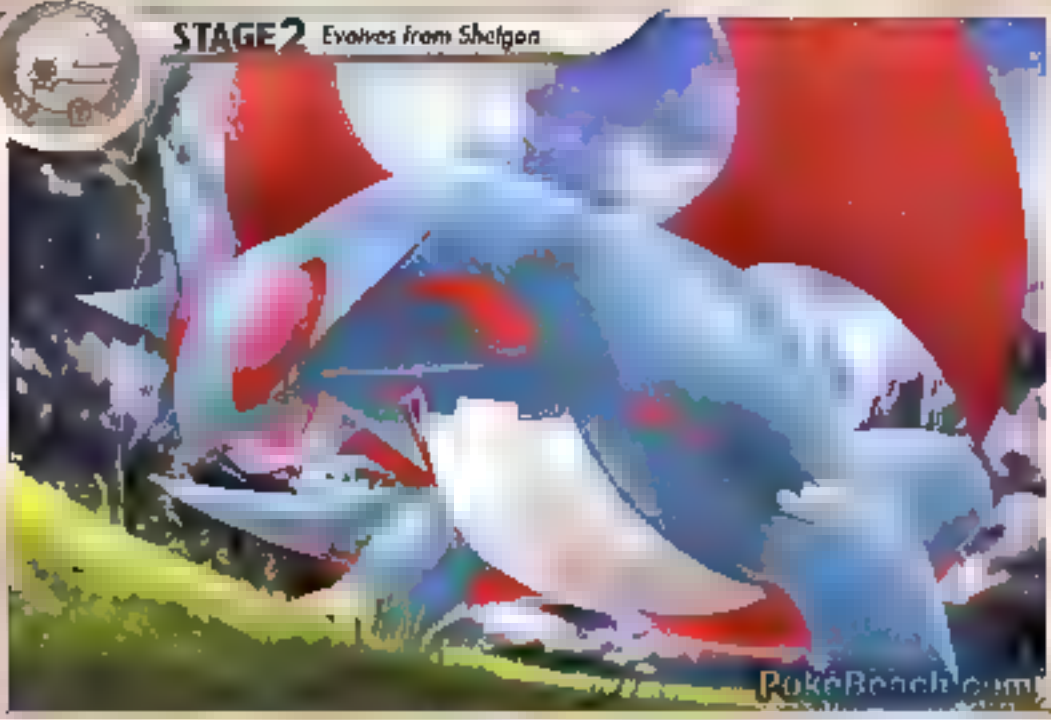
Weakness +20

©2008 Pokémon

Salamence LV.66

HP 140

STAGE 2 Evolves from Shelgon



NO. 373 Dragon Pokemon HT: 4'11" WT: 226.2 lbs.

Poké-BODY Battle Rush

If your opponent has any Pokémon in play that has maximum HP of 120 or more, ignore all ✶ Energy necessary to use Salamence's attacks.

Combustion 50

Steam Twister 120

Discard a Energy and a Energy attached to Salamence.

Illus. Kagamaru Himeno

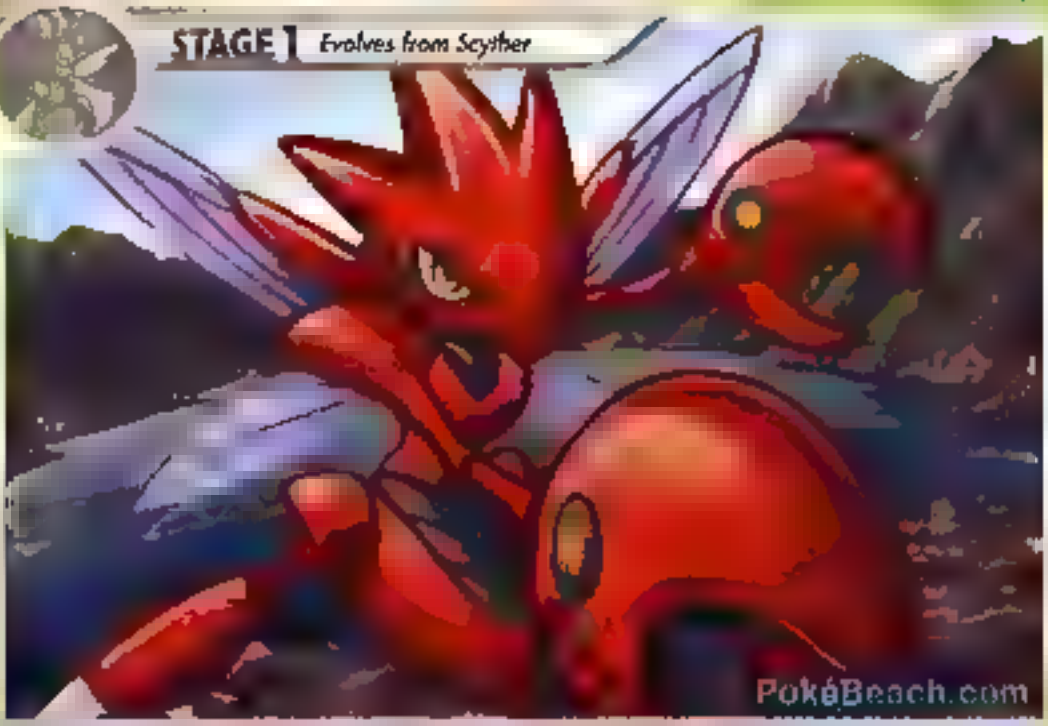
weakness	resistance	retreat cost
✶ +30	-20	✶ ✶ ✶

©2008 Pokémon/Nintendo

Scizor LV.47

HP 100

STAGE 1 Evolves from Scyther



Poké-BODY **Honeycomb Defender**

If Scizor has 6 or more damage counters on it, any damage done to Scizor by attacks is reduced by 40 *(after applying Weakness and Resistance)*.

Accelerate 30

If the Defending Pokémon is Knocked Out by this attack, prevent all effects of an attack, including damage, done to Scizor during your opponent's next turn.

Pound Down 40+

If you don't have any Pokémon with any Poké-Powers in play, this attack does 40 damage plus 30 more damage.

Illus. Midori Harada

weakness +20

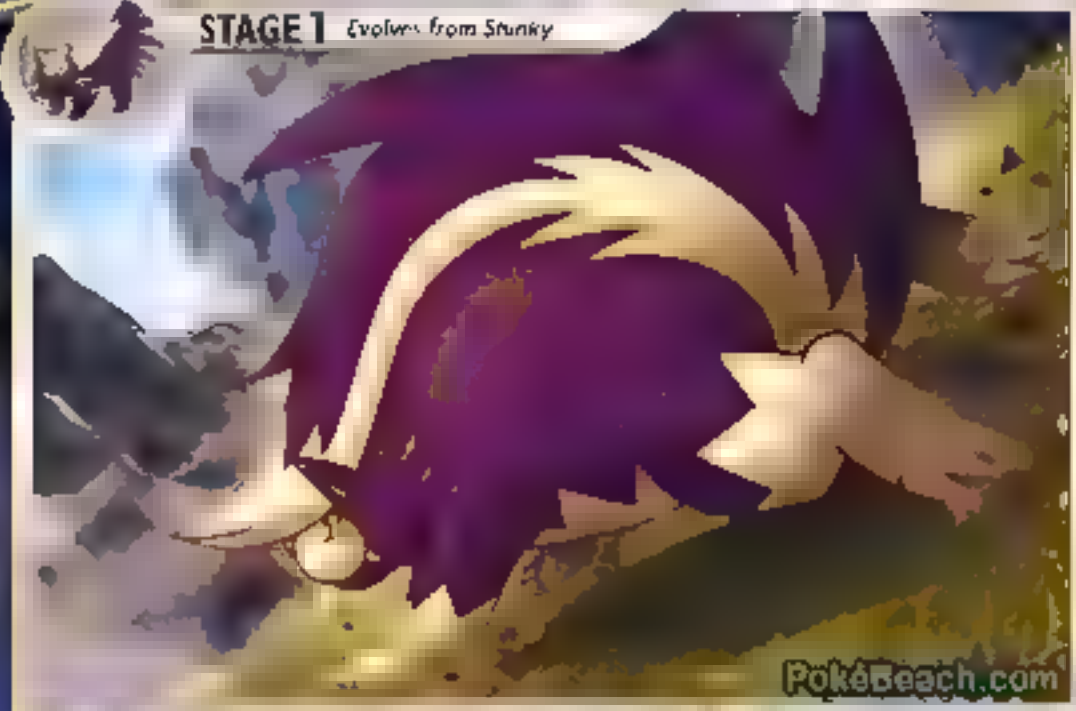
resistance

retreat cost

©2008 Pokémon/Nintendo

Skuntank Lv.40 HP 100

STAGE 1 Evolves from Stunky



Poké-POWER **Evolutionary Gas**

Once during your turn (before your attack), when you play Skuntank from your hand to evolve 1 of your Active Pokémon, you may choose 1 of the Defending Pokémon. If that Pokémon tries to attack during your opponent's next turn, that attack does nothing.

Poison Claws 20

The Defending Pokémon is now Poisoned.

Plunder 60

Before doing damage, discard all Trainer cards attached to the Defending Pokémon.

weakness resistance retreat cost

Staraptor Lv.64

HP 120

STAGE 2 Evolves from Staravia

NO. 398 Predator Pokemon HT 3'11" WT 54.9 lbs.

Poké-BODY Protect Wing

As long as Staraptor is your Active Pokémon, any damage done by attacks from your opponent's Stage 2 Evolved Pokémon is reduced by 20 *(after applying Weakness and Resistance)*.

Strong Breeze

Flip a coin. If heads, put 1 of your opponent's Benched Pokémon and all cards attached to it on top of your opponent's deck. Your opponent shuffles his or her deck afterward.

Clutch 60

The Defending Pokémon can't retreat during your opponent's next turn.

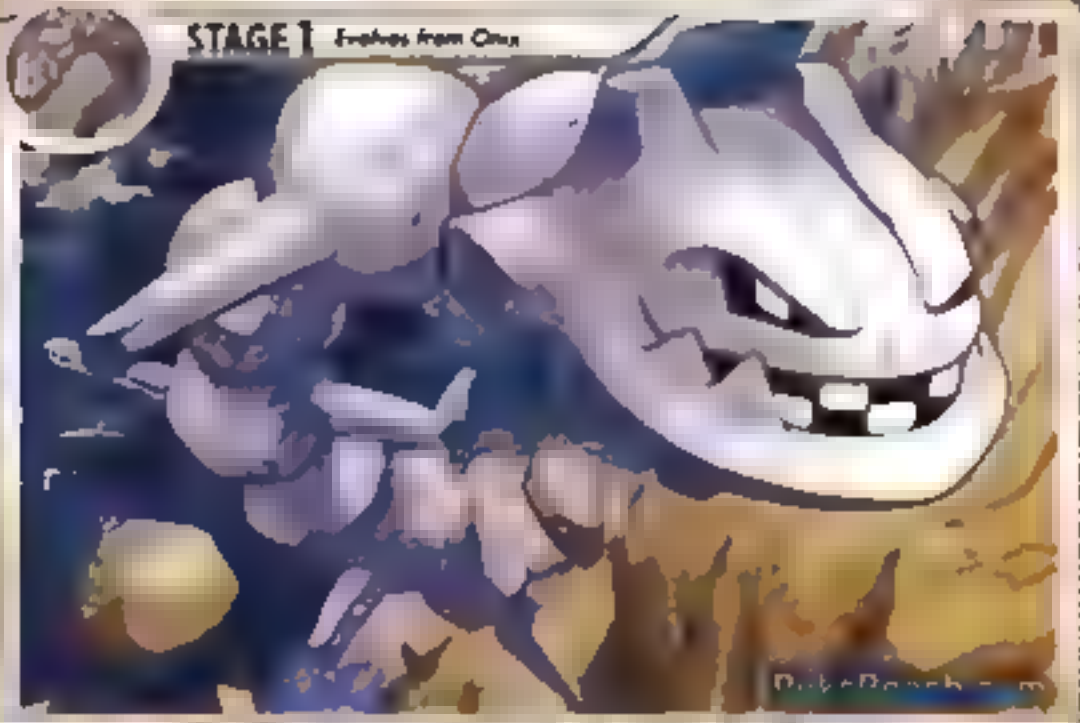
Illus. Kouki Saitou

weakness	resistance	retreat cost
+30	-20	

©2008 Pokémon/Nintendo

Steelix LV 63

HP 130



Outbreak Power

Choose a number of your opponent's Pokémon up to the amount of Energy attached to Steelix This attack does 20 damage to each of them. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Iron Tail 100×

Flip a coin until you get tails This attack does 100 damage times the number of heads.

Tempered underground under high pressure and heat, its body is harder than any metal.

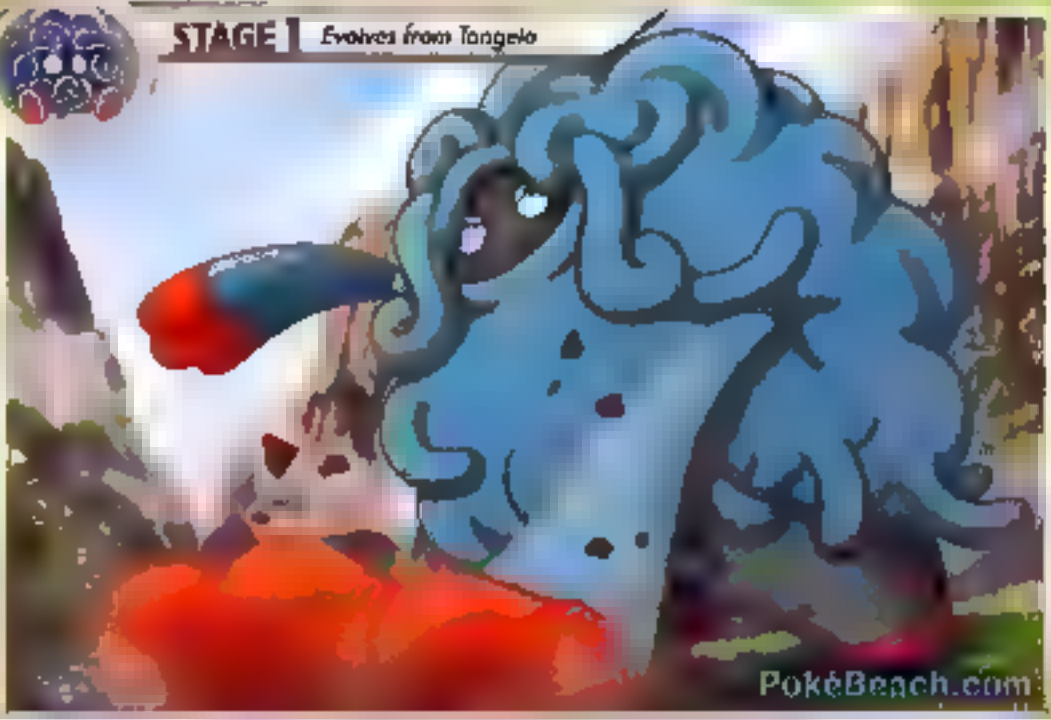
Illus. Naoyo Kimura

weakness +30 | resistance -20 | retreat cost

Tangrowth LV.41

HP 110

STAGE 1 Evolves from Tangela



Poké-BODY **Green Renewal**

Remove 1 damage counter from Tangrowth between turns.

Green Acid 20

Flip 2 coins. If the first coin is heads, the Defending Pokémon is now Confused. If the second coin is heads, the Defending Pokémon is now Poisoned.

Reaching Vine 60

Does 20 damage to 2 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Illus. Kouki Saitou

weakness +30

resistance -20

retreat cost

©2008 Pokémon/Nintendo

Tyranitar lv.61

HP 140

STAGE 2 Evolves from Pupitar

Poké BODY Darkness Drive

After your opponent's Pokémon uses a Poké-Power, you may search your discard pile for a basic Energy card and attach it to Tyranitar.

Grind 20×

Does 20 damage times the amount of Energy attached to Tyranitar.

Spinning Tail

This attack does 30 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

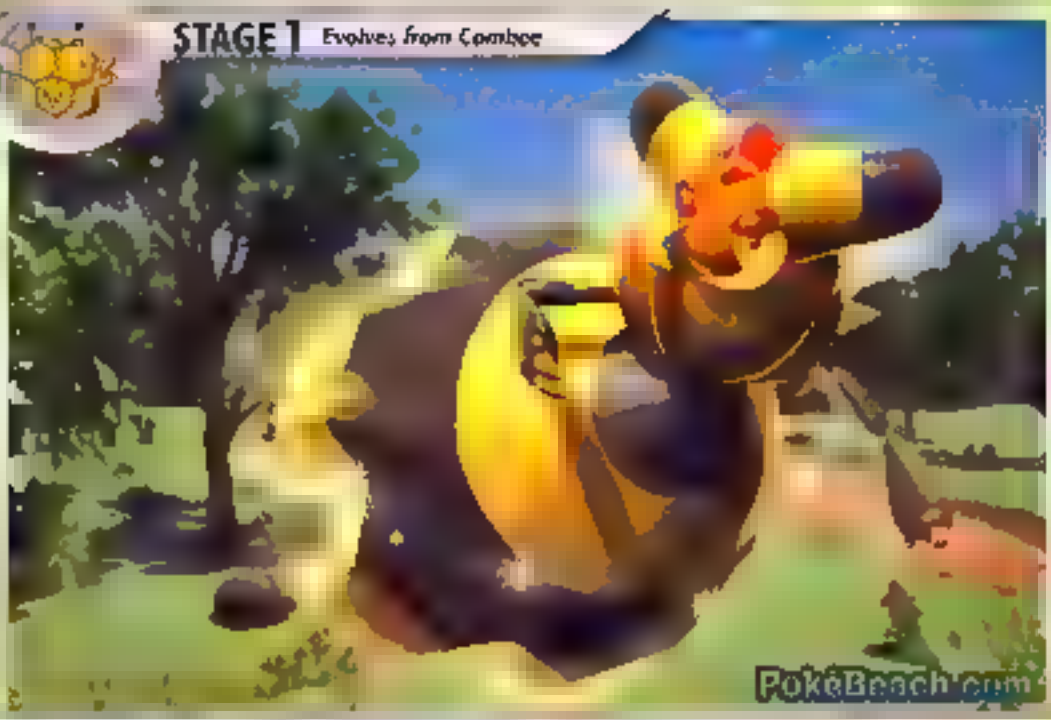
©2006 Nintendo

30/100

Vespiquen lv.44

HP 100

STAGE 1 Evolves from Combee



No. 416 Bee Pokémon HT: 3'7" WT: 84.9 lbs.

Poké-BODY Green Dignity

As long as you have more Prize cards left than your opponent, Vespiquen's attacks do 0 more damage for each Pokémon on your Bench to the Active Pokémon *(before applying Weakness and Resistance)*

Bee Drain 20

After your attack, remove from Vespiquen the number of damage counters equal to the damage you did to the Defending Pokémon

Bee Powder 50

Flip 2 coins. If both of them are heads, the Defending Pokemon is now Burned, Paralyzed, and Poisoned.

Illus. Kent Kanetsuna

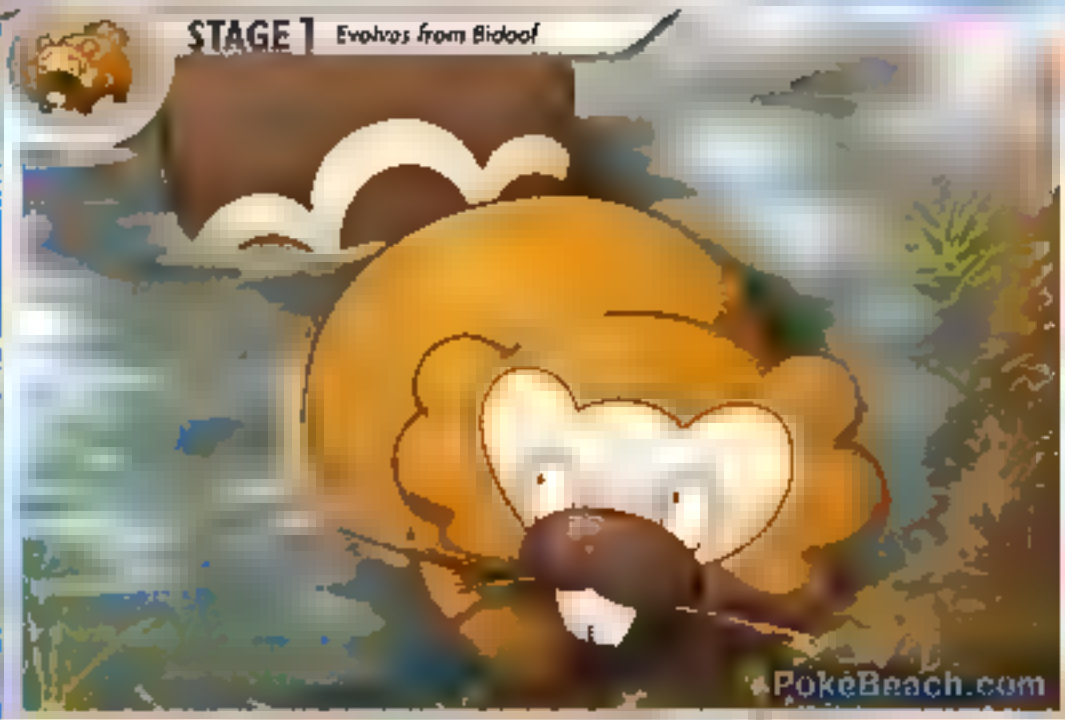
weakness	resistance	retreat cost
+20	-20	★

©2008 Pokémon/Nintendo

17/100

Bibarel lv.29

HP 100



No. 400 Beaver Pokémon HT 0 WT 0

Poké-BODY **Unaware**

Prevent all effects of attacks, excluding damage, done to Bibarel.

Amnesia 20

Choose one of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Surf 60

Illus. Kouki Saitou

weakness +30

resistance

retreat

©08 Pokémon/Nintendo

Budew Lv.8

HP 40

BASIC

Poké-BODY **Poison Enzyme**

Prevent all effects of attacks, including damage, done to Budew by your opponent's Poisoned Pokémon.

Poké-POWER **Baby Evolution**

Once during your turn (before your attack), you may put Roselia from your hand onto Budew (this counts as evolving Budew) and remove all damage counters from Budew.

Buddy-buddy

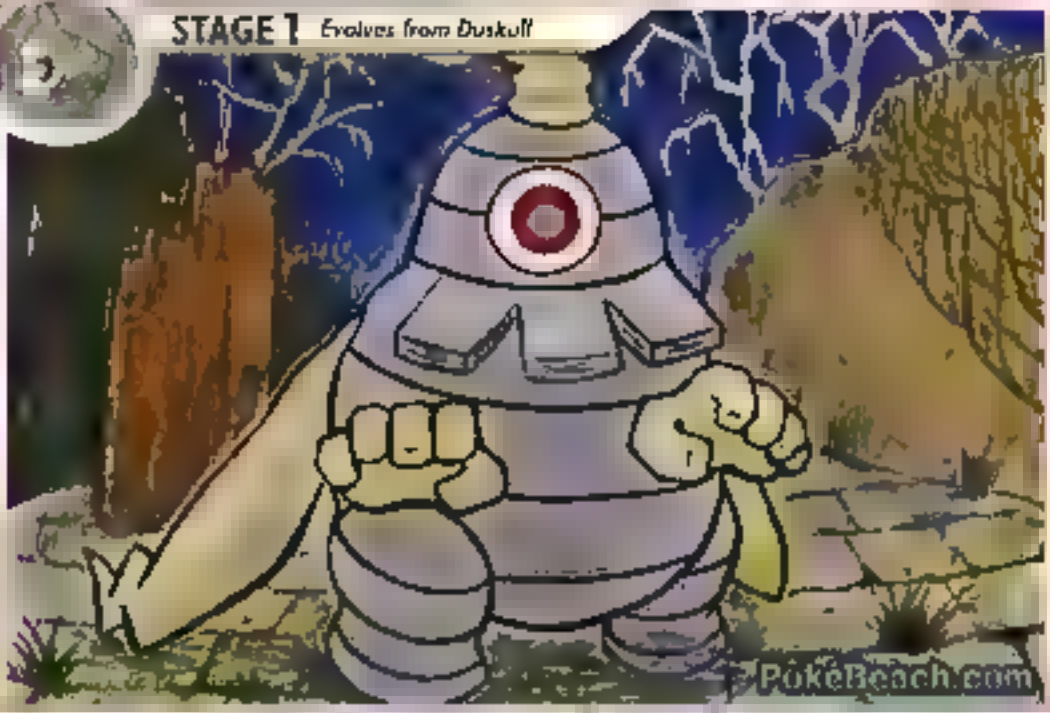
Search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Weakness +10

Dusclops LV.41

HP 80

STAGE 1 *Evolves from Duskull*



Dark One-eye 20

You may discard a card from your hand. If you do, your opponent discards a card from his or her hand.

Ambush 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage.

Its body is hollow. It is said that those who look into its body are sucked into the void.

Weakness +20

Resistance -20

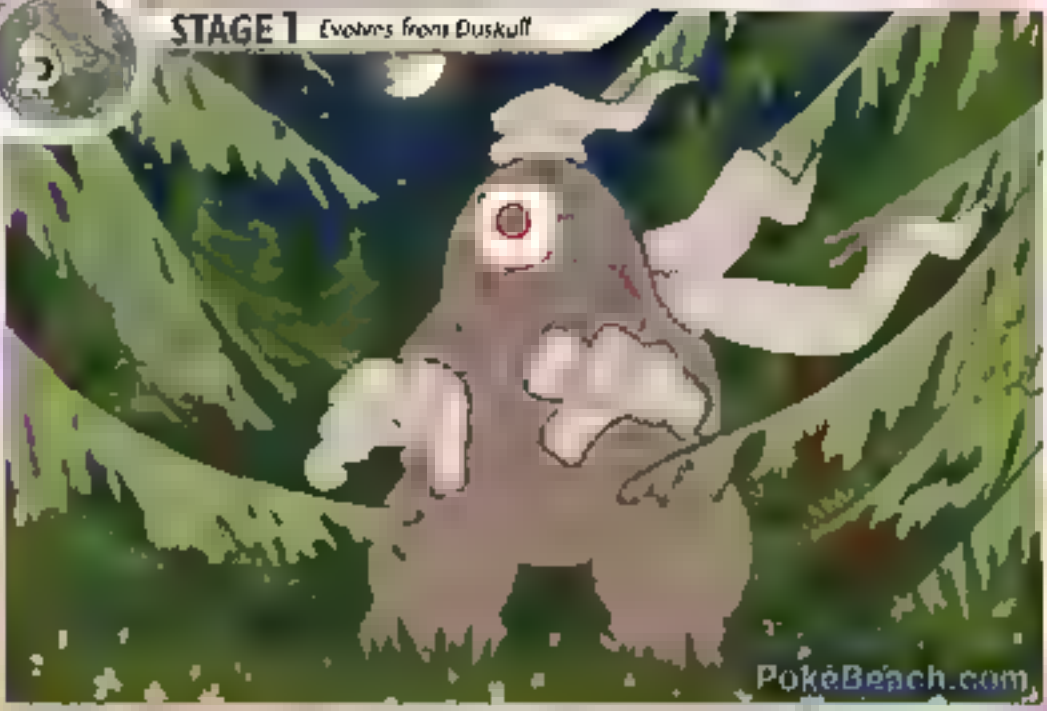
©2008 Pok

34/100

Dusclops LV.40

HP 80

STAGE 1 Evolves from Duskull



Confuse Ray 20

Flip a coin. If heads, the Defending Pokémon is now Confused.

Trick Room 40+

If you have a Stadium card in play, this attack does 40 damage plus 20 more damage. If your opponent has a Stadium card in play, remove 2 damage counters from Dusclops.

Its body is hollow. It is said that those who look into its body are sucked into the void.

Weakness +20

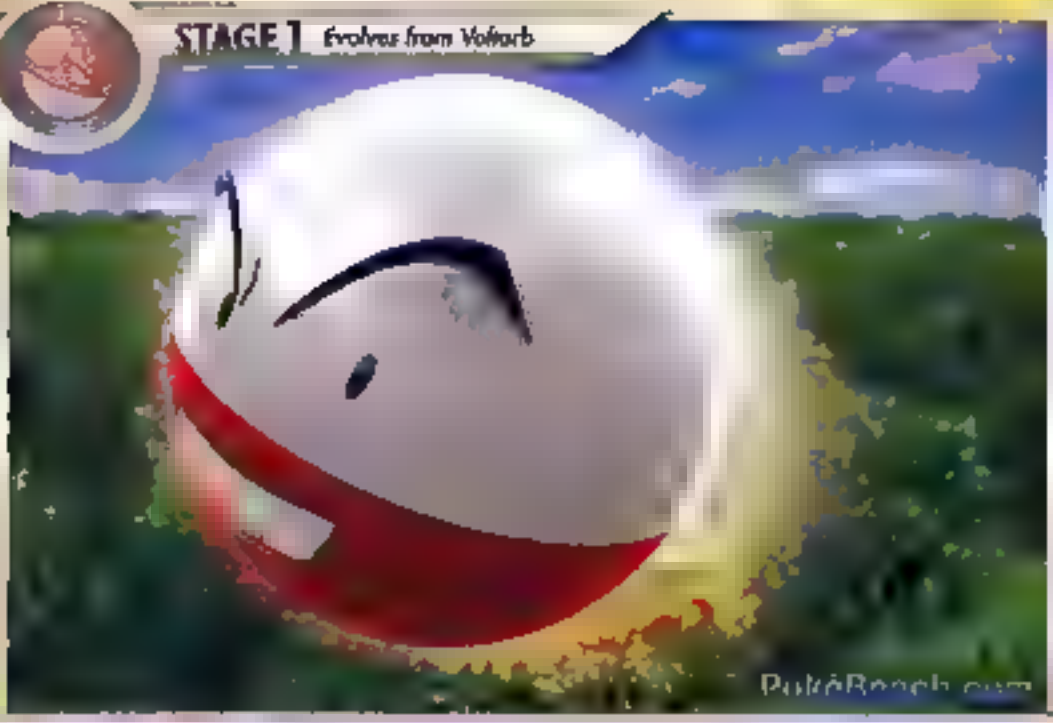
Resistance -20

35/100

Electrode Lv.46

HP 90

STAGE 1 Evolves from Voltorb



NO. 101 Ball Pokémon HT: 3'11" WT: 146.8 lbs.

Poké-Body Radiance

If Electrode is your Active Pokémon and is damaged by an opponent's attack *(even if Electrode is Knocked Out)*, put 1 damage counter on each of your opponent's Pokémon.

Low Current 30

If Electrode was damaged by an attack during your opponent's last turn, the Defending Pokémon is now Paralyzed.

Swift 60

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Illus. Kent Kanatsuna

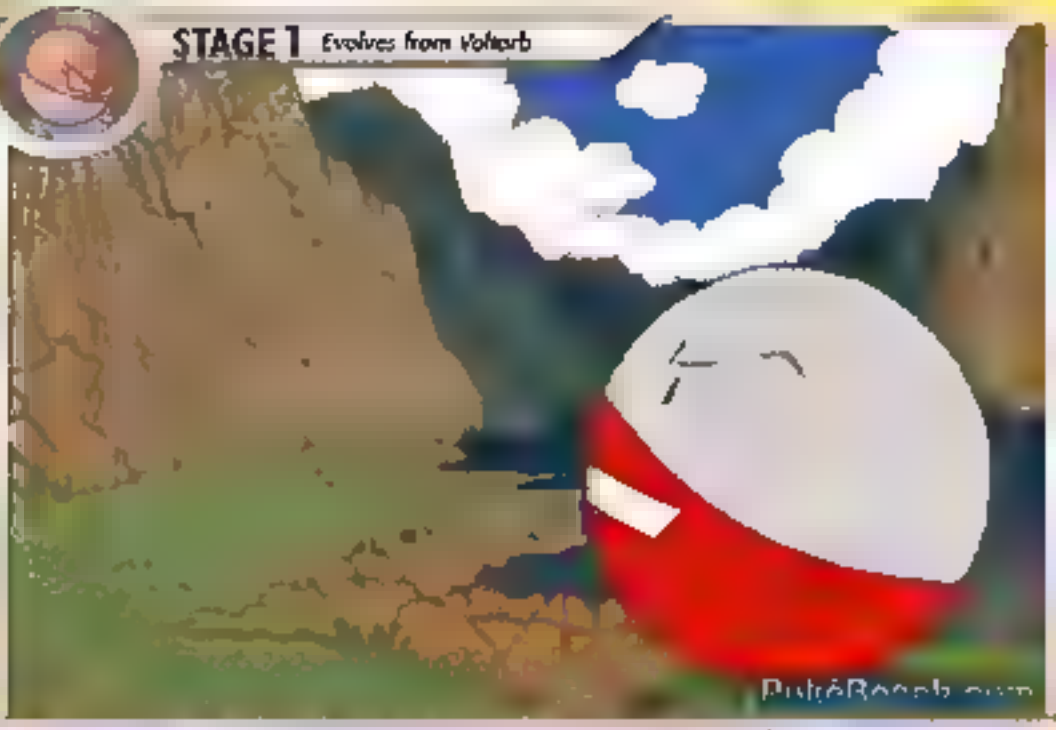
weakness	resistance	retreat cost
+20	-20	

©2008 Pokémon/Nintendo

Electrode Lv.45

HP 80

STAGE 1 Evolves from Voltorb



NO. 101 Ball Pokémon HT: 3'11" WT: 146.8 lbs.

Flash 20

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

Electro Diffusion 40+

Does 40 damage plus 10 more damage for each ⚡ Energy attached to Electrode. Flip a coin. If tails, discard all ⚡ Energy attached to Electrode.

It is known to drift on winds if it is bloated to bursting with stored electricity.

Illus. Sumiyoshi Kizuki

weakness	resistance	retreat cost
+20	-20	

©2008 Pokémon/Nintendo

Farfetch'd LV.29

HP 70

BASIC

NO. 083 Wild Duck Pokémon HT 2'07" WT 33.1 lbs.

Go and Collect

Search your deck for a Trainer, Supporter, or Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Fury Cutter 10+

Flip 3 coins. If 1 of them is heads, this attack does 10 damage plus 10 more damage. If 2 of them are heads, this attack does 10 damage plus 20 more damage. If all of them are heads, this attack does 10 damage plus 40 more damage.

It can't live without the stalk it holds. That's why it defends the stalk from attackers with its life.

Illus. Sumiyoshi Kazuki

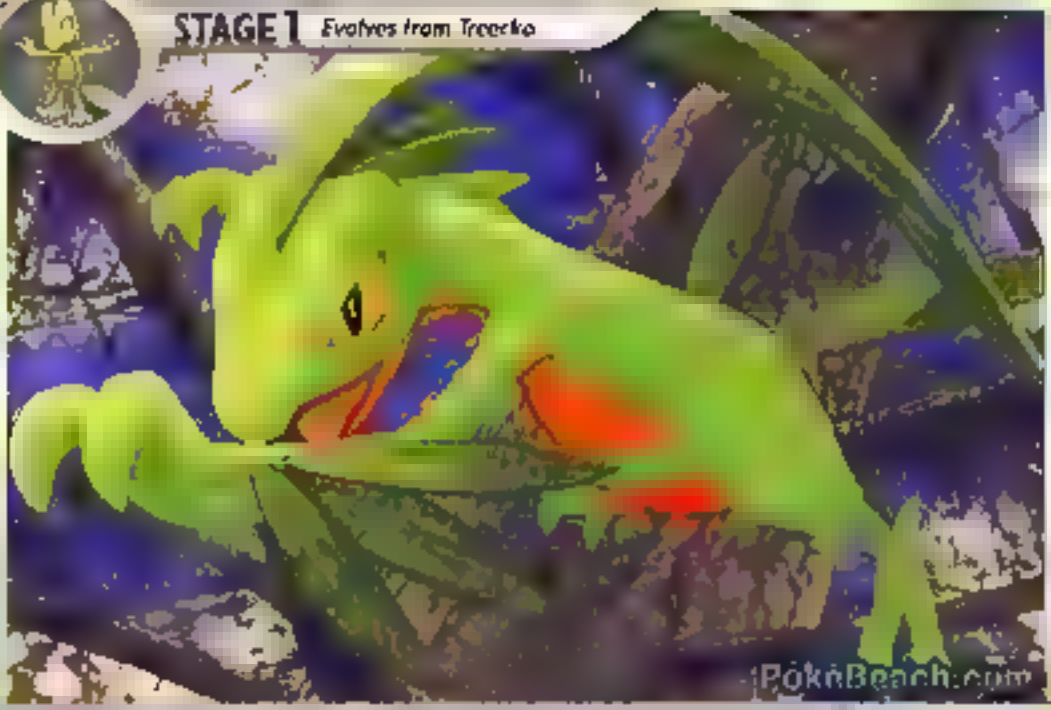
weakness	resistance	retreat cost
+20	-20	

©2008 Pokémon/Nintendo

Grovyle Lv.23

HP 80

STAGE 1 Evolves from Treecko



Tail Shake 20

The Defending Pokémon is now Asleep.

Slam 60×

Flip 2 coins. This attack does 60 damage times the number of heads.

It lives in dense jungles. While closing in on its prey, it leaps from branch to branch.

Illus. Naoyo Kimura

weakness +20

resistance -20

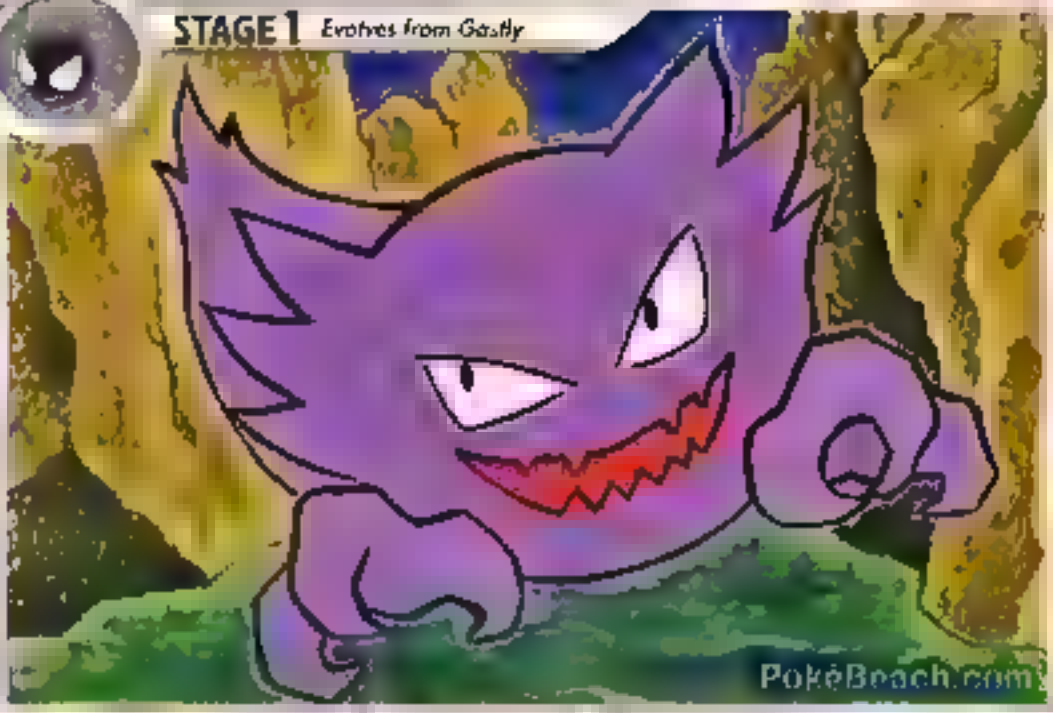
retreat cost

©2008 Pokémon/Nintendo

Haunter LV.35

HP 80

STAGE 1 *Evolves from Gastly*



Smog

The Defending Pokémon is now Poisoned.

Hoodwink 30

You may search your opponent's discard pile for up to 3 in any combination of Trainer, Supporter, or Stadium cards and put them into your opponent's hand.

It can slip through any obstacle. It lurks inside walls to keep an eye on its foes.

Illus. Yukiko Baba

weakness +20

resistance -20

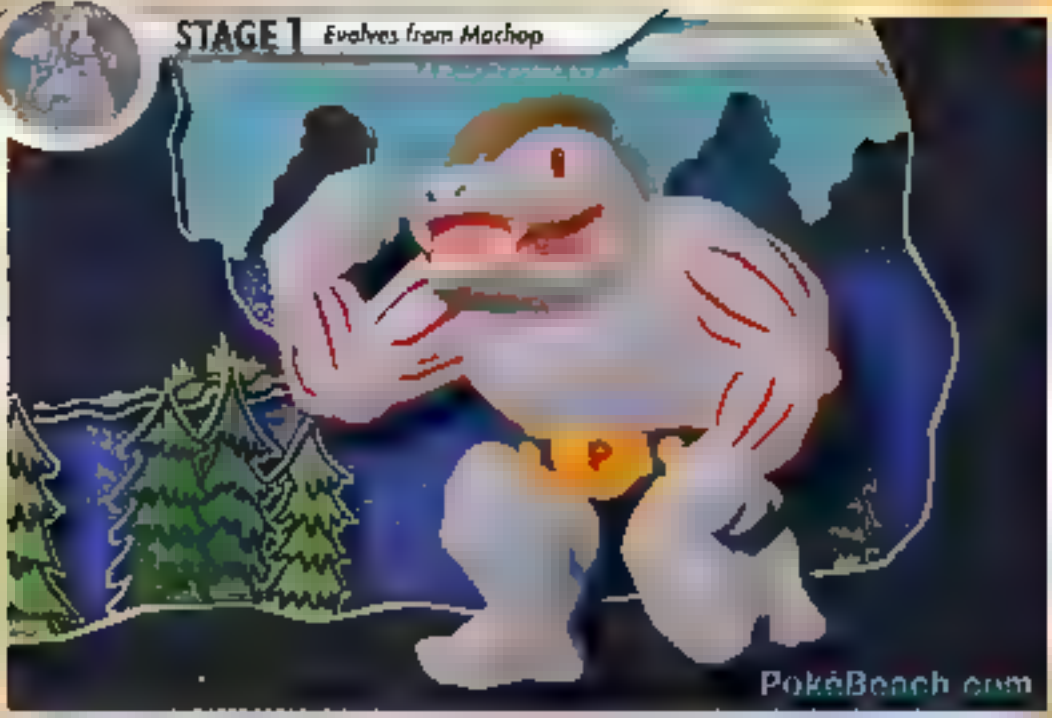
©2008 Pokémon

40/100

Machoke LV.41

HP 80

STAGE 1 Evolves from Machop



Steady Punch 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

Brick Break 30

This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

MACHOKE's boundless power is very dangerous, so it wears a belt that suppresses its energy.

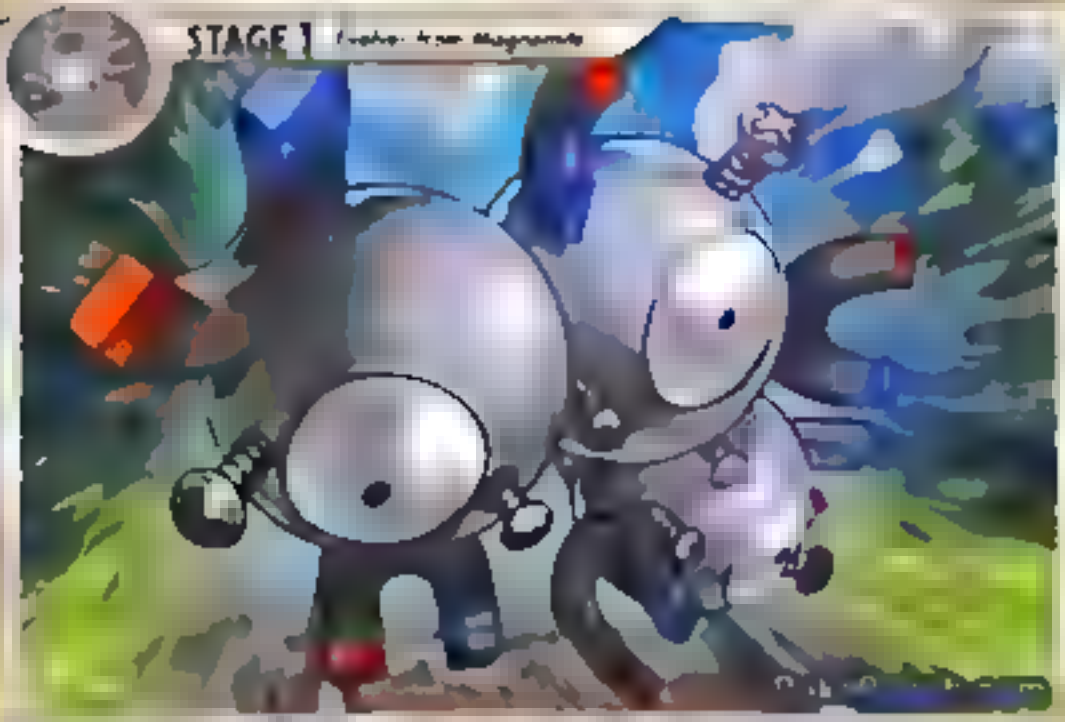
Illus. Sachiko Adachi

Weakness	Resistance	Retreat Cost
+20		

©2008 Pokémon/Nintendo

Magneton LV 40

HP 80



Magnetic Resonance 20

If you have a Stadium card in play, this attack does 20 damage to 2 of your opponent's Benched Pokemon. (Don't apply Weakness and Resistance for Benched Pokemon.)

Magnetic Release 40+

Does 40 damage plus 10 more damage for each Energy attached to the Defending Pokemon.

[illegible] linked by magnetism. A group can set off a magnetic storm.

[illegible]

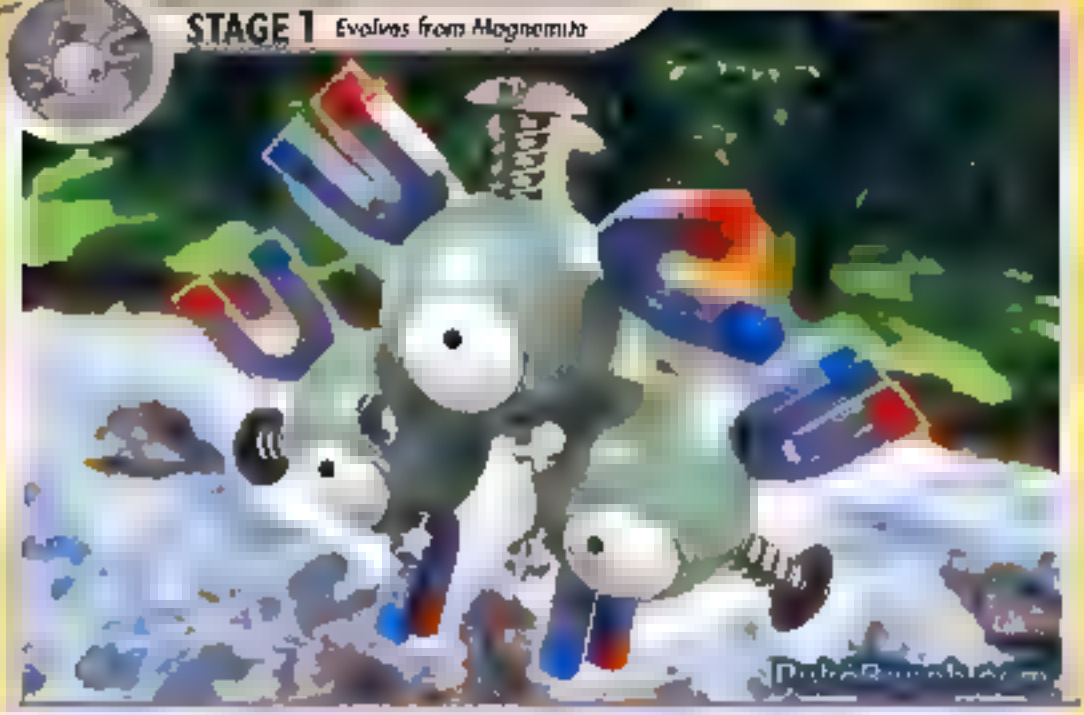
weakness +20 | resistance -20 | retreat cost

42/100

Magneton LV.38

HP 80

STAGE 1 Evolves from Magnemite



NO. 082 Magnet Pokemon HT: 3'03" WT: 132.3 lbs.

Thunder Wave 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Removal Pulse 50

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

It is actually three MAGNEMITE linked by magnetism.
A group can set off a magnetic storm.

Illus. Ken Kanetsuna

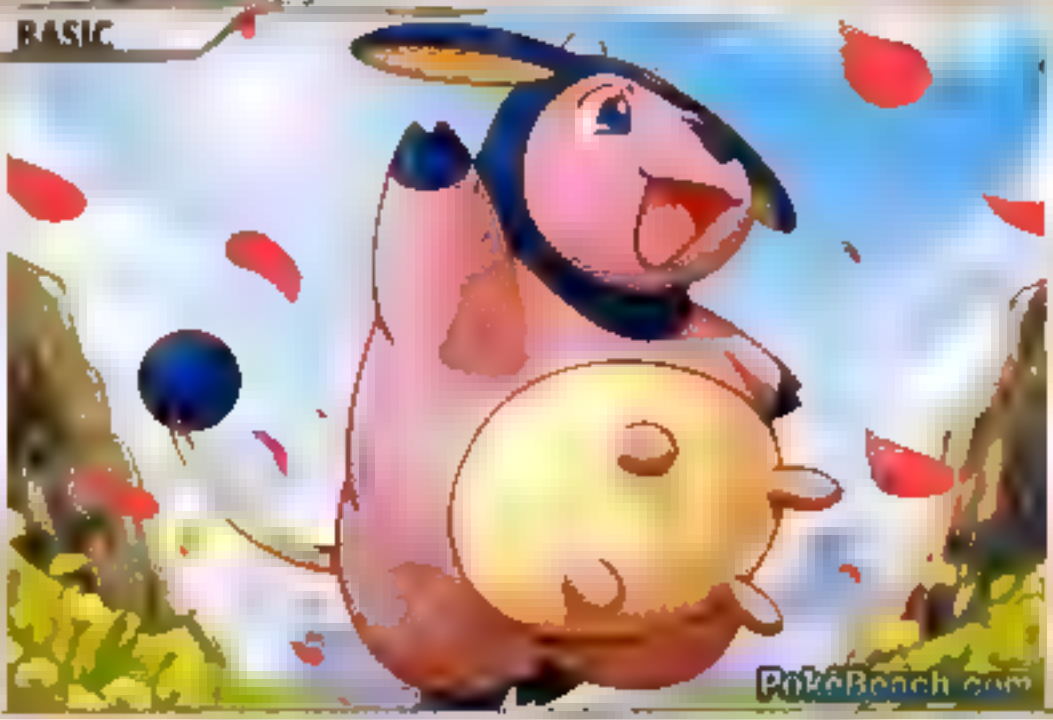
weakness	resistance	retreat cost
+20	-20	

©2008 Pokémon/Nintendo

Miltank LV.27

HP 70

BASIC



NO. 241 Milk Cow Pokémon HT: 3'11" WT: 166.4 lbs.

Collect

Draw a card.

Energy Milk

Flip a coin until you get tails. For each heads, remove 2 damage counters from 1 of your Pokémon.

Stomp 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

Illus. Kouki Saitou

weakness: +20

resistance:

retreat cost:

©2008 Pokémon/Nintendo

Pichu LV.8

HP 50

BASIC

NO. 172 Tiny Mouse Pokémon HT: 1.00 WT: 4.4 lbs.

Baby Evolution

Once during your turn *(before your attack)*, you may put Pikachu from your hand onto Pichu (this counts as evolving Pichu) and remove all damage counters from Pichu.

Electric Circuit

Search your discard pile for up to 4 ϟ Energy cards, show them to your opponent, and put them into your hand.

The electric pouches on its cheeks are still small. They cannot store much electricity yet.

Illus. Atsuko Nishida

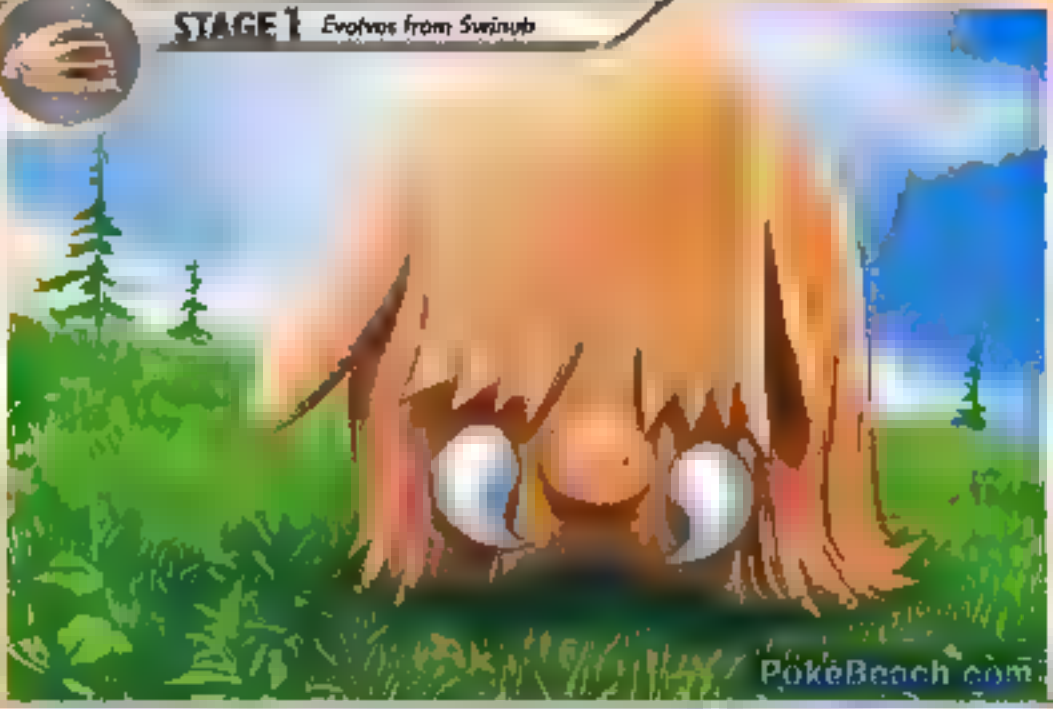
weakness	resistance	retreat cost
+10	-20	★

©2008 Pokémon/Nintendo

Piloswine lv.34

HP 90

STAGE 1 Evolves from Swinub



NO. 221 Swine Pokémon HT: 3'0" WT: 123.0 lbs.

Rouse 20+

Does 20 damage plus 10 more damage for each damage counter on Piloswine. Then, remove 4 damage counters from Piloswine

Overrun 60

Does 20 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Its shaggy coat makes it unable to see. It checks surroundings with its sensitive nose instead.

Illus. Mitsuhiro Arita

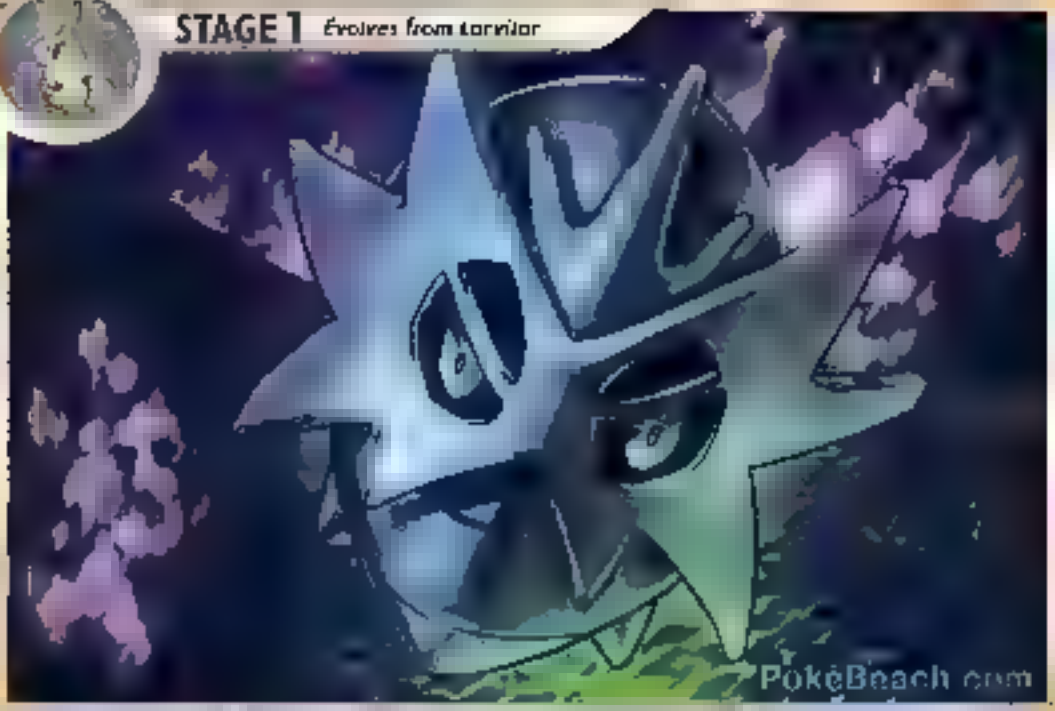
weakness	resistance	retreat cost
+20	-20	

©2009 Pokémon/Nintendo

Pupitar lv.33

HP 80

STAGE 1 *Evolves from Larvitar*



Poké-BODY Energy Protection

Any damage done to Pupitar by attacks is reduced by 10 for each Energy attached to Pupitar *(after applying Weakness and Resistance)*. You can't reduce more than 30 damage in this way.

Rock Smash 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

Its body is as hard as bedrock. By venting pressurized gas, it can launch itself like a rocket.

Illus. Hajime Kusajima

weakness	resistance	retreat cost
+20	-20	★

©2008 Pokémon/Nintendo

Sableye LV.31

HP 60

BASIC

Poké BODY Overeager

If Sableye is your Active Pokémon at the beginning of the game, you go first. (If each player's Active Pokémon has the Overeager Poké-Body, this power does nothing.)

Impersonate

Search your deck for a Supporter card and discard it. Shuffle your deck afterward. Then, use the effect of that card as the effect of this attack.

Overconfident 10

If the Defending Pokémon has fewer remaining HP than Sableye, this attack's base damage is 40.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

Scyther lv.11

HP 60

BASIC

NO. 123 Mantis Pokémon HT: 4'11" WT: 123.5 lbs.

Swords Dance

During your next turn, Scyther's Slashing Strike attack's base damage is 60.

Slashing Strike 30

During your next turn, Scyther can't use Slashing Strike.

It is nearly impossible to parry its attacking scythes. Its movements are like a ninja's.

Illus. Mitsuhiro Arita

weakness: Fire +10

resistance: Psychic -20

retreat cost:

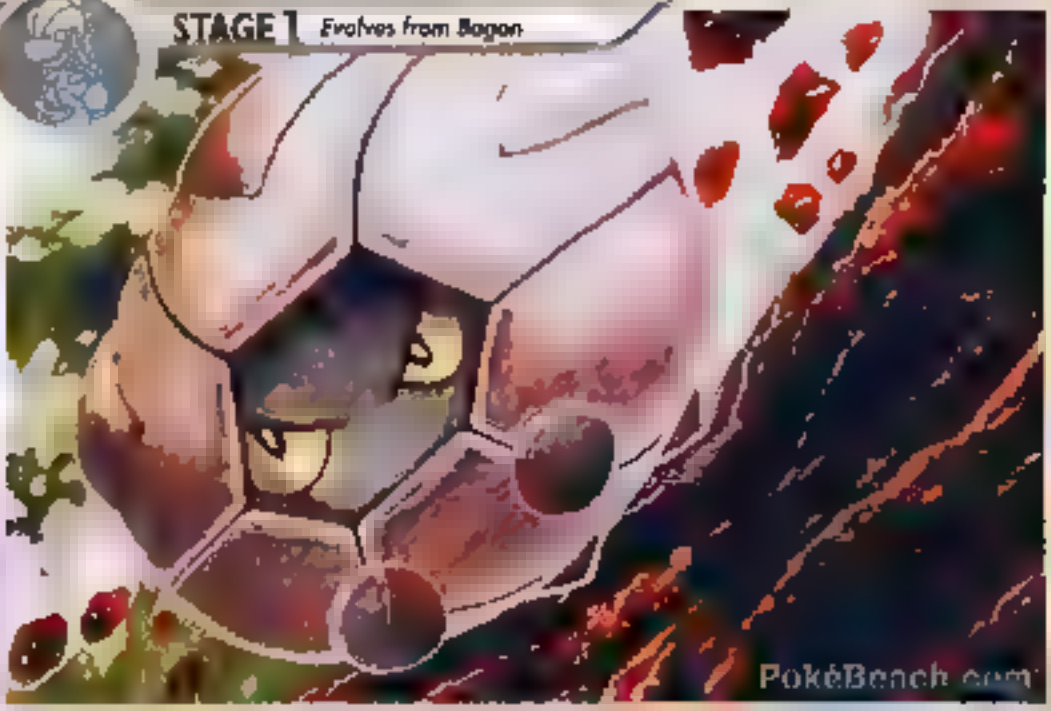
©2006 Pokémon/Nintendo

97/100

Shelgon Lv.35

HP 90

STAGE 1 Evolves from Bagon



NO. 372 Endurance Pokemon HT: 5'7" WT: 243.0 lbs.

Body Slam 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Rollout 50

Within its rugged shell, its cells have begun changing. The shell peels off the instant it evolves.

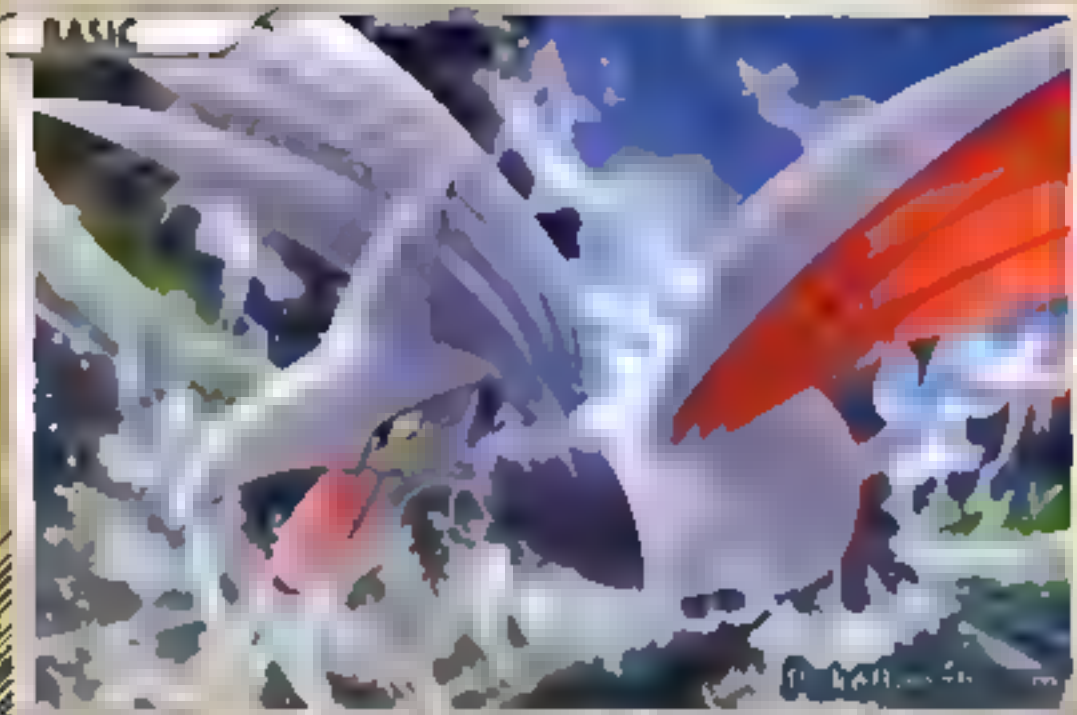
Illus. Tomokazu Komiya

weakness	resistance	retreat cost
+20	-20	

©2008 Pokémon/Nintendo

Skarmory Lv. 34

HP 80



Quick Attack 10

Flip a coin. If heads, this attack does 10 damage plus 20 more damage

★ ★ Mach Blade

Flip a coin. If heads, this attack does 50 damage to 1 of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

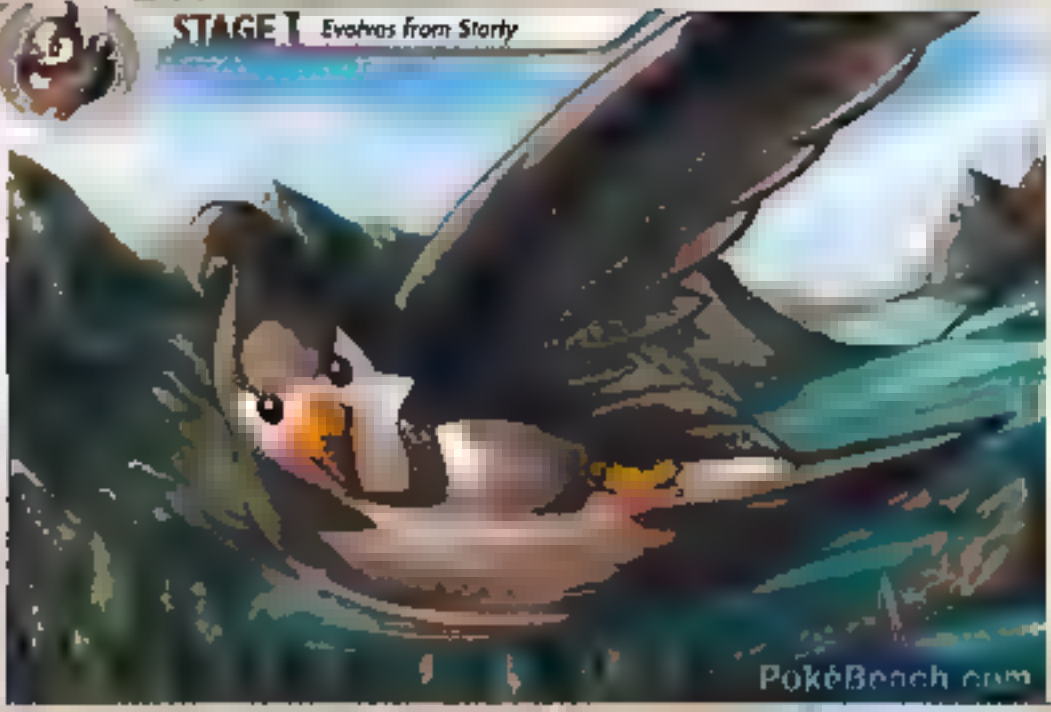
Despite being clad in rock hard armor it flies at speeds over 150 mph

weakness	resistance	retreat cost
+20	-20	★

Staravia LV.18

HP 70

STAGE 1 Evolves from Starly



NO. 397 Starling Pokémon HT 2'00" WT 34.2 lbs.

Wing Attack 30

Shot Air 20

Does 30 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

It flies around forests and fields in search of bug Pokémon. It stays within a huge flock.

Illus. Midori Harada

weakness	resistance	retreat cost
+20	-20	

©2008 Pokémon/Nintendo

52/100

Bagon lv.13

HP 50

BASIC

NO. 371 Reptile Pokémon HT 2'00" WT 92.8 lbs.

Scary Face

Flip a coin. If heads, the Defending Pokémon can't attack or retreat during your opponent's next turn.

Headbutt 30

Dreaming of one day flying, it practices by leaping off cliffs every day.

Illus. Ayo Kusuba

weakness	resistance	retreat cost
+10	-20	

©2008 Pokémon/Nintendo

Bidoof LV.13

HP 60

BASIC

NO. 456 Plump Mouse Pokemon HT: 08 WT: 44 lbs.

Yawn

The Defending Pokémon is now Asleep.

Self-abandonment

Flip a coin. If heads, this attack does 30 damage to the Defending Pokémon. If tails, Bidoof does 10 damage to itself

With nerves of steel, nothing can perturb it. It is more agile and active than it appears.

Illus. Yuka Morii

weakness	resistance	retreat cost
+10		

©2008 Pokémon/Nintendo

Bronzor Lv.14

HP 60

BASIC

Gyro Swap

Put a number of damage counters on the Defending Pokemon equal to the number of ✶ Energy in Bronzor's Retreat Cost (after applying effects to the Retreat Cost).

✶, ✶ Psyshock 20

Flip a coin. If heads, the Defending Pokemon is now Paralyzed.

Implements shaped like it were discovered in ancient tombs. It is unknown if they are related.

Illus. Aya Tanaka

weakness +10

resistance -20

©2008 Pokémon

55/100

Cherubi lv.9

HP 50

NO. 420 Cherry Pokémon T 04" WT 7.3 lbs.

Nap

Remove 2 damage counters from Cherubi.

Bullet Seed 10×

Flip 4 coins. This attack does 10 damage times the number of heads.

The small ball holds the nutrients needed for evolution. Apparently, it is very sweet and tasty.

Illus. Tomokazu Komiya

weakness	resistance	retreat cost
+10	-20	★

©2008 Pokémon/Nintendo

Combee lv.12

HP 50

BASIC

Honey

Once during your turn, when you put Combee from your hand onto your Bench, you may search your discard pile for a Basic Pokémon and put it onto your Bench.

Alert

Draw a card. Then, you may switch Combee with 1 of your Benched Pokémon.

Illus. Miki Tanaka

weakness	resistance	retreat cost
+10	-20	✱

©2008 Pokémon/Nintendo

Drifloon Lv.15

HP 50

BASIC

NO. 425 Balloon Pokémon HT: 04" WT: 2.6 lbs.

Constrict

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.

Illus. Atsuko Nishida

Weakness: +10

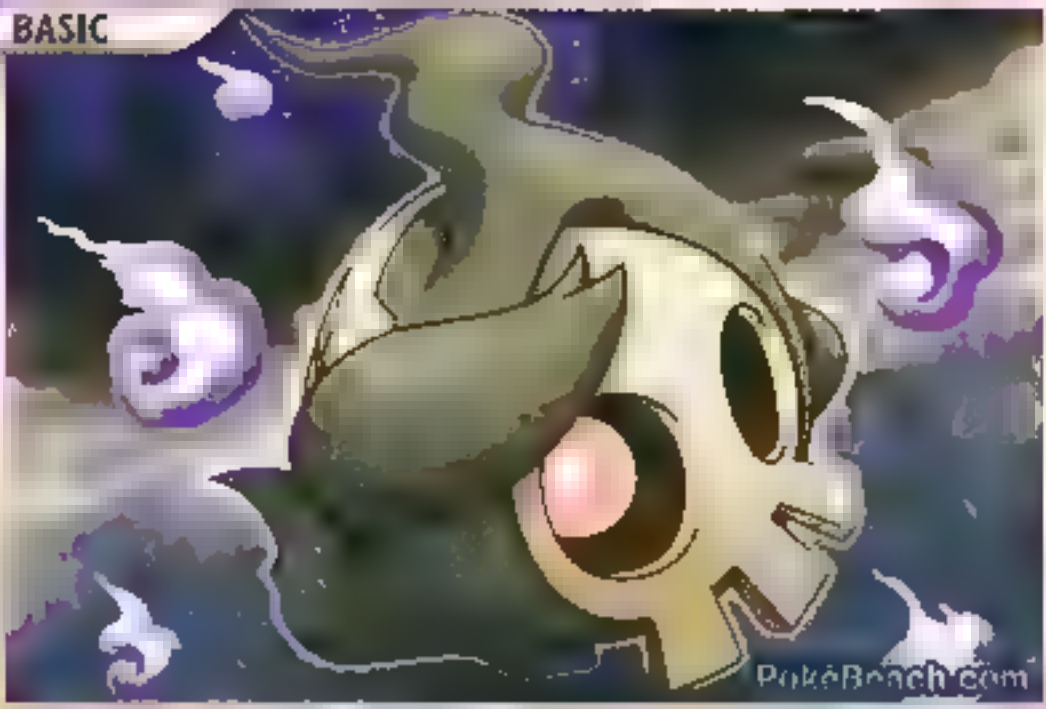
Resistance: -20

©2008 Pokémon/Nintendo

Duskull Lv.12

HP 50

BASIC



NO. 355 [illegible] HT 2'07" WT 33.1 lbs.

Silhouette

Put 1 damage counter on the Defending Pokémon. If the Defending Pokémon already has any damage counters on it, put 2 damage counters on that Pokémon instead.

Will-o'-the-wisp 20

It doggedly pursues its prey wherever it goes. However, the chase is abandoned at sunrise.

Illus. Kouki Saitou

Weakness: +10

Resistance: -20

©2008 Pokémon

Duskull LV.10

HP 50

BASIC

Tackle 10

Surprise Attack 30

Flip a coin. If tails, this attack does nothing.

It doggedly pursues its prey wherever it goes. However, the chase is abandoned at sunrise.

Weakness: +10

Resistance: -20

©2008 Pokémon

60/100

Finneon LV.16

HP 50

BASIC

No. 116 Water Pokémon HT 0.4 WT 15.4 lbs.

Aqua Liner

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Mouth Pump 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

After long exposure to sunlight, the patterns on its tail fins shine vividly when darkness arrives.

Illus. Kagemaru Himeno

weakness +10

resistance

retreat

©2008 Pokémon/Nintendo

Gastly Lv.14

HP 50

BASIC

Pitch-Dark

You opponent can't play any Trainer cards from his or her hand during your opponent's next turn.

Trick Gas 10

You may switch Gastly with 1 of your Benched Pokémon.

This Pokémon's body is 95% made up of gases, which are blown away by strong gusts of wind.

Illus. Ayo Kusubo

Weakness: +10

Resistance: -20

Retreat Cost:

©2008 Pokémon/

62/100

Larvitar LV.19

HP 50

BASIC

NO. 246 Rock Skin Pokémon HT: 2'00" WT: 158 lbs.

Bite 10

Rock Slide 20

Does 10 damage to 2 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokemon.)*

A Pokémon that eats soil. Once it has eaten a large mountain, it goes to sleep so it can grow.

Illus. Yuka Morii

weakness	resistance	retreat cost
+10	-20	

©2008 Pokémon/Nintendo

Machop lv.18

HP 60

BASIC

No. 066 Superpower Pokémon HT 2'07" WT 43.0 lbs.

Kick 10

Knock Back 20

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

It hefts a GRAVELER repeatedly to strengthen its entire body. It uses every type of martial arts.

Illus. Midori Harada

weakness: +10

resistance:

retreat cost:

©2008 Pokémon/Nintendo

Magikarp Lv.10

HP 30

BASIC

NO. 129 Fish Pokemon HT: 2' 11" WT: 22.0 lbs.

Sea Spray

Flip a coin until you get tails. For each heads, draw a card.

Splash 10

It is said to be the world's weakest Pokémon. No one knows why it has managed to survive.

Illus. Tomokazu Komiya

weakness	resistance	retreat cost
+10		

©2008 Pokémon/Nintendo

Magnemite lv.15

HP 50

BASIC

Magnet

Magnemite's Retreat Cost is ✱ less for each Magnemite on your Bench

Magnetic Bomb 30+

Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, Magnemite does 10 damage to itself

Illus. Aya Kusuba

weakness +10

resistance −20

retreat cost ✱

©2000 Pokémon/Nintendo

66/100

Magnemite lv.13

HP 50

BASIC

NO. 081 Magnet Pokémon. HT: 1'00" WT: 13.2 lbs.

Ram 10

Random Spark

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

The units at its sides generate electromagnetic waves that keep it airborne. It feeds on electricity.

Illus. Kent Kanetsuna

weakness	resistance	retreat cost
+10	-20	

©2008 Pokémon/Nintendo

Misdreavus lv.19

HP 60

BASIC

NO. 200 Screech Pokemon HT: 2'04" WT: 2.2 lbs.

Lullaby

The Defending Pokemon is now Asleep.

Nightmare Feast

If the Defending Pokémon is Asleep, this attack does 50 damage and remove 5 damage counters from Misdreavus. If the Defending Pokemon is not Asleep, this attack does nothing.

It loves to sneak up on people late at night, then startle them with its shrieklike cry.

Illus. Atsuko Nishida

Weakness: +10

Resistance: -20

Retreat Cost:

©2008 Pokémon/Nintendo

Onix LV 25

HP 90

BASIC

NO. 095 Rock Snake Pokémon HT: 28'0" WT: 463.0 lbs.

Harden

During your opponent's next turn, if Onix would be damaged by an attack, prevent that attack's damage done to Onix if that damage is 40 or less.

Bind 30

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

When it travels underground, it causes rumbling and tremors. It can move at 50 mph.

Illus. Kyoko Umemoto

weakness: +20

resistance:

retreat cost:

©2008 Pokémon/Nintendo

Pikachu lv.20

HP 70

BASIC

NO. 025 Mouse Pokemon HT: 1'04" WT: 13.2 lbs.

Pika Punch 20

Speed Bolt 40

If Pikachu evolved from Pichu during this turn, prevent all effects of an attack, including damage, done to Pikachu during your opponent's next turn.

It lives in forests with others. It stores electricity in the pouches on its cheeks.

Illus. Hajime Kusajima

weakness +10

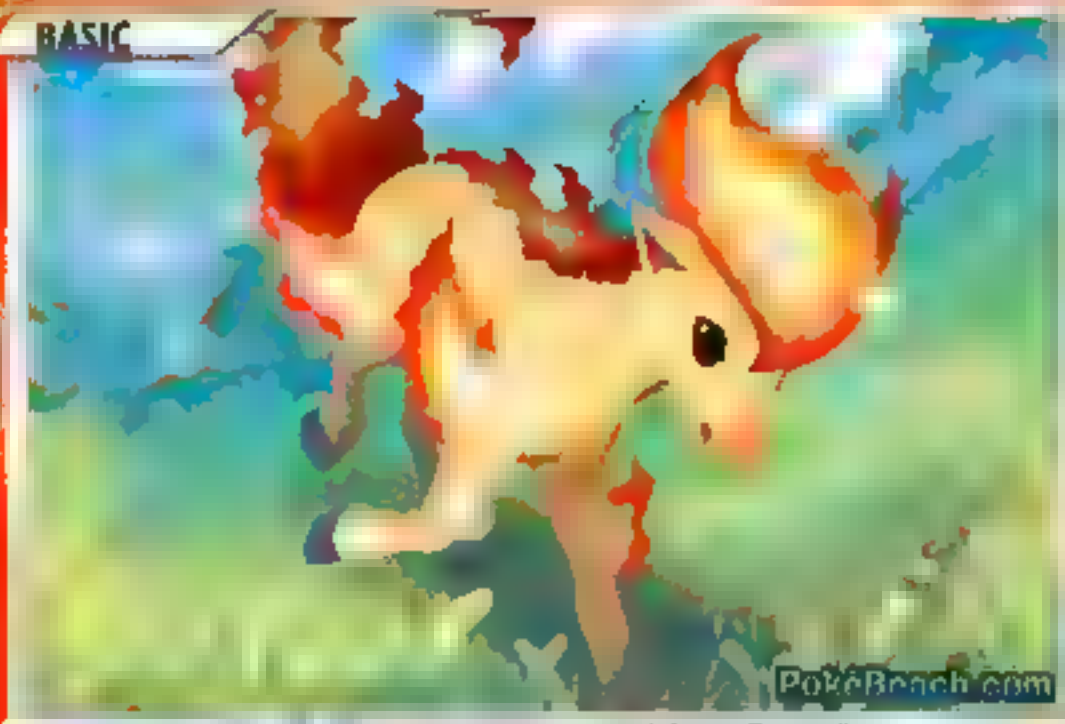
resistance -20

retreat cost

©2008 Pokémon/Nintendo

Ponyta lv.11

HP 50



No. 077 Fire Horse Pokemon HT 3'03" WT 66.1 lbs.

Smash Kick 10

Agility 20

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Ponyta during your opponent's next turn.

About an hour after birth, its fiery mane and tail grow out giving it an impressive appearance.

Illus. Atsuko Nishida

weakness +10

resistance

retreat cost

©2008 Pokémon/Nintendo

Roselia LV.27

HP 70

BASIC

NO. 315 Flo... Pokemon HT: 00 WT: 4.4 lbs

Headbutt 10

Petal Spikes 20

Flip a coin. If heads, the Defending Pokemon is now Asleep and Poisoned. If Budew is anywhere under Roselia, the Defending Pokemon is now Asleep and Poisoned.

ROSELIA raised on clean drinking water are known to grow vividly colored flowers.

Illus. Sumiyoshi Kizuki

Weakness +10

©2008 Pokémon

72/100

Skorupi lv.11

HP 60

BASIC

NO. 45 Scorpion Pokémon HT 2'07" WT 26.5 lbs.

Stalk 10

The Defending Pokémon can't retreat during your opponent's next turn.

Dangerous Claw 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Poisoned.

It grips prey with its tail claws and injects poison. It tenaciously hangs on until the poison takes.

Illus. Sachiko Adachi

Weakness: +10

Resistance:

Retreat cost:

©2008 Pokémon/Nintendo

Snover lv.17

HP 50

BASIC

NO. 459 Frost Tree Pokémon Ht: 3'07" Wt: 111.3 lbs.

Hide

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Snover during your opponent's next turn.

Powder Snow 10

The Defending Pokémon is now Asleep.

It lives on snowy mountains. Having had little contact with humans, it is boldly inquisitive.

Illus. Kagemaru Himeno

weakness	resistance	retreat cost
+10		

©2008 Pokémon/Nintendo

Starly LV.7

HP 50

BASIC

NO. 396 Starling Pokémon HT 1.00 WT 4.4 lbs.

Sand Attack

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

Double Stab 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

They flock in great numbers. Though small, they flap their wings with great power.

Illus. Atsuko Nishida

weakness	resistance	retreat cost
+10	-20	

©2008 Pokémon/Nintendo

Stunky Lv.18

HP 60

BASIC

Gnaw and Run 10

Switch Stunky with 1 of your Benched Pokémon.

Double Scratch 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

It protects itself by spraying a noxious fluid from its rear. The stench lingers for 24 hours.

Weakness

Resistance

Retreat Cost

©2008 Pokémon/Nintendo

Swinub LV 12

HP 50

BASIC

NO. 220 Pig Pokémon HT 0'4" WT 14.3 lbs.

Freezing Breath

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Asleep.

Take Down 20

Flip a coin. If tails, Swinub does 10 damage to itself.

It loves eating mushrooms that grow under dead grass. It also finds hot springs while foraging.

Illus. Yukiko Baba

weakness	resistance	retreat cost
+10	-20	★

©2008 Pokémon/Nintendo

Tangela lv.10

HP 70

BASIC

NO. 1 0 Vine Pokémon HT: 3.0 WT: 77.2 lbs.

Ingrain

Flip a coin. If tails, this attack does nothing. If heads, search your deck for a Energy card and attach it to Tangela. Shuffle your deck afterward. If you do, prevent all effects of an attack, including damage, done to Tangela during your opponent's next turn.

Tickle 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

It is shrouded by blue vines. No one has seen the face hidden behind this growth of vines.

Illus. Yukiko Baba

weakness +10

resistance -20

retreat cost

©2008 Pokémon/Nintendo

Treecko LV.11

HP 50

BASIC

NO. 252 Wood Gecko Pokemon HT 08 WT 0 lbs

Call for Friends

Search your deck for a Basic Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Poison Breath

Flip a coin. If heads, the Defending Pokémon is now Poisoned.

The soles of its feet are covered by countless tiny spikes, enabling it to walk on walls and ceilings.

Illus. Naoyo Kimura

weakness +10

resistance -20

retreat cost

©2008 Pokémon/Nintendo

Voltorb lv.28

HP 60

NO. 00 Ball Pokemon. HT: 1.08 WT: 22.9 lbs.

Screech

If an attack does damage to the Defending Pokemon *(after applying Weakness and Resistance)*, that attack does 20 more damage to that Pokémon until the end of your next turn.

Double Spin 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

It looks just like a Poké Ball. It is dangerous because it may electrocute or explode on touch.

Illus. Kent Kanetsuna

weakness	resistance	retreat cost
+10	-20	

©2008 Pokémon/Nintendo

Voltorb LV 31

HP 60

BASIC

NO. 00 Ball Pokémon HT: 1'08" WT: 22.9 lbs.

Outlet

Search your deck for a ⚡ Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Bouncing Ball 20

Flip a coin. If tails, Voltorb does 10 damage to itself.

It looks just like a Poke Ball. It is dangerous because it may electrocute or explode on touch.

Illus. Miki Tanaka

weakness	resistance	retreat cost
+10	-20	

©2006 Pokémon/Nintendo

STADIUM

Stadium

Conductive Quarry

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Once during each player's turn, the player may flip a coin. If heads, that player searches his or her discard pile for a ⚡ or ♈ Energy card, shows it to the opponent, and puts it into his or her hand.

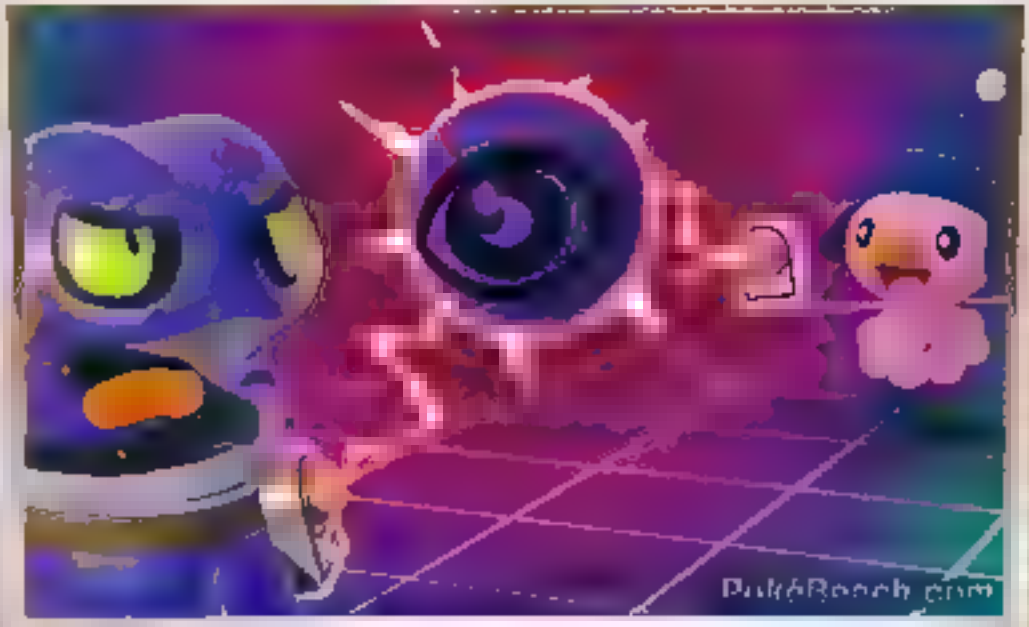
Illus. Ryo Ueda

©2008 Pokémon/Nintendo

TRAINER

Pokémon Tool

Energy Link



Attach Energy Link to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

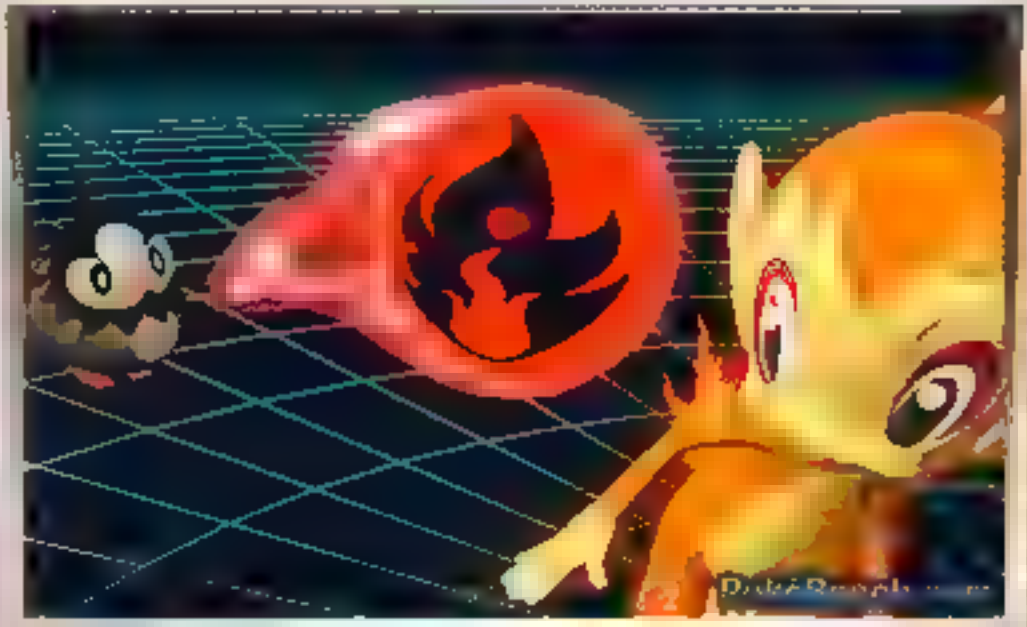
As long as Energy Link is attached to a Pokémon, you may move an Energy card attached to that Pokémon to another of your Pokémon that has Energy Link attached to it. You may use this effect as often as you like during your turn.

©2008 Pokémon/Nintendo

TRAINER

Trainer

Energy Switch



Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.

©2008 Pokémon/Nintendo

TRAINER

Trainer

Great Ball

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

©2008 Pokémon/Nintendo

TRAINER

Trainer

Luxury Ball

Search your deck for a Pokémon (excluding Pokémon LV.X), show it to your opponent, and put it into your hand. Shuffle your deck afterward. If any Luxury Ball is in your discard pile, you can't play this card.

©2008 Pokémon/Nintendo

SUPPORTER

Supporter

Marley's Request

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your discard pile for 2 different Trainer, Supporter, or Stadium cards, show them to your opponent, and your opponent chooses 1 of them. Put that card into your hand, and discard the other card. (If all Trainer, Supporter, and Stadium cards in your discard pile have the same name, choose 1 of them. Show that card to your opponent and put it into your hand.)

Illus. Ken Sugimori

©2008 Pokémon/Nintendo

TRAINER

Trainer

Poké Blower +

You may play 2 Poké Blower + at the same time. If you play 1 Poké Blower +, flip a coin. If heads, put 1 damage counter on 1 of your opponent's Pokémon. If you play 2 Poké Blower +, choose 1 of your opponent's Benched Pokémon and switch it with 1 of your opponent's Active Pokémon.

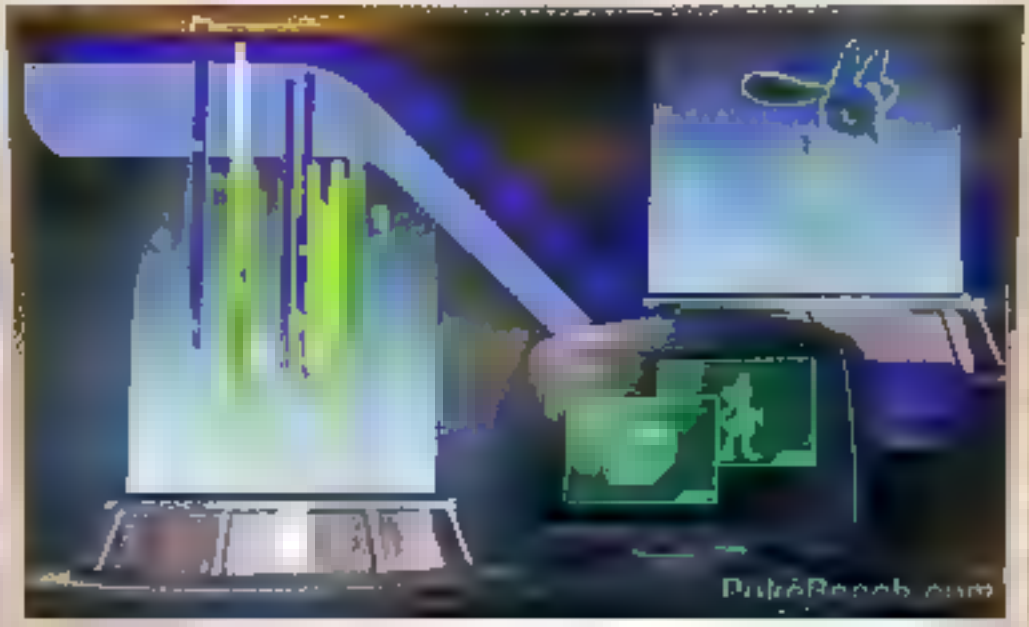
Illus. Ryo Ueda

©2008 Pokémon/Nintendo

TRAINER

Trainer

Poké Drawer +



You may play 2 Poké Drawer + at the same time. If you play 1 Poké Drawer +, draw a card. If you play 2 Poké Drawer +, search your deck for up to 2 cards, and put them into your hand. Shuffle your deck afterward.

Illus. Ryo Ueda

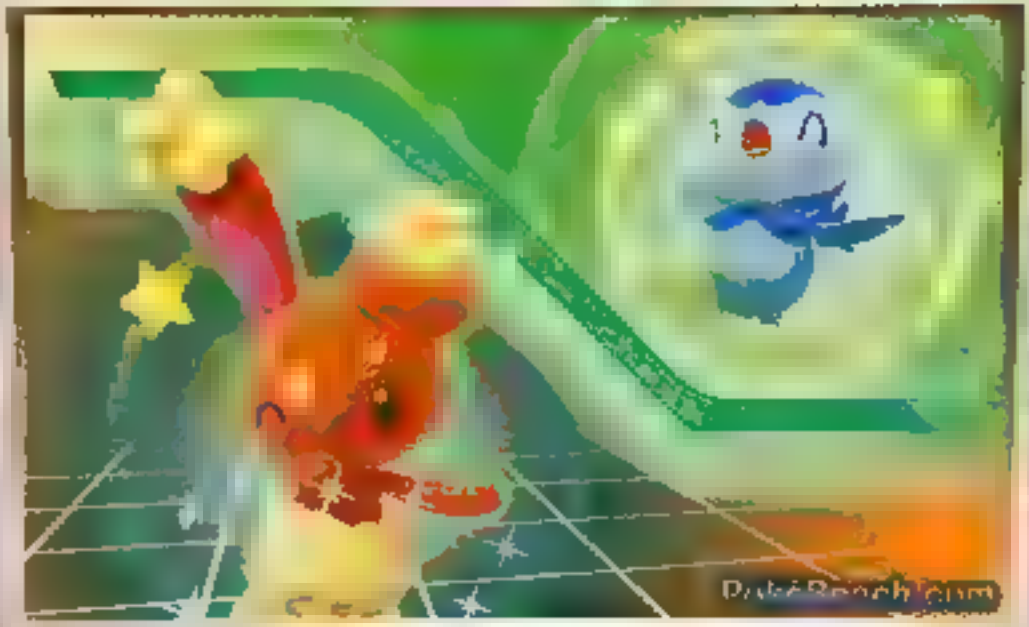
©2008 Pokémon/Nintendo

89/100

TRAINER

Trainer

Poké Healer +



You may play 2 Poké Healer + at the same time. If you play 1 Poké Healer +, remove 1 damage counter and a Special Condition from 1 of your Active Pokémon. If you play 2 Poké Healer +, remove 8 damage counters and all Special Conditions from 1 of your Active Pokémon.

©2008 Pokémon/Nintendo

TRAINER

Trainer

Premier Ball

Search your deck or your discard pile for a Pokémon LV.X, show it to your opponent, and put it into your hand. If you search your deck, shuffle your deck afterward.

©2008 Pokémon/Nintendo

TRAINER

Trainer

Potion

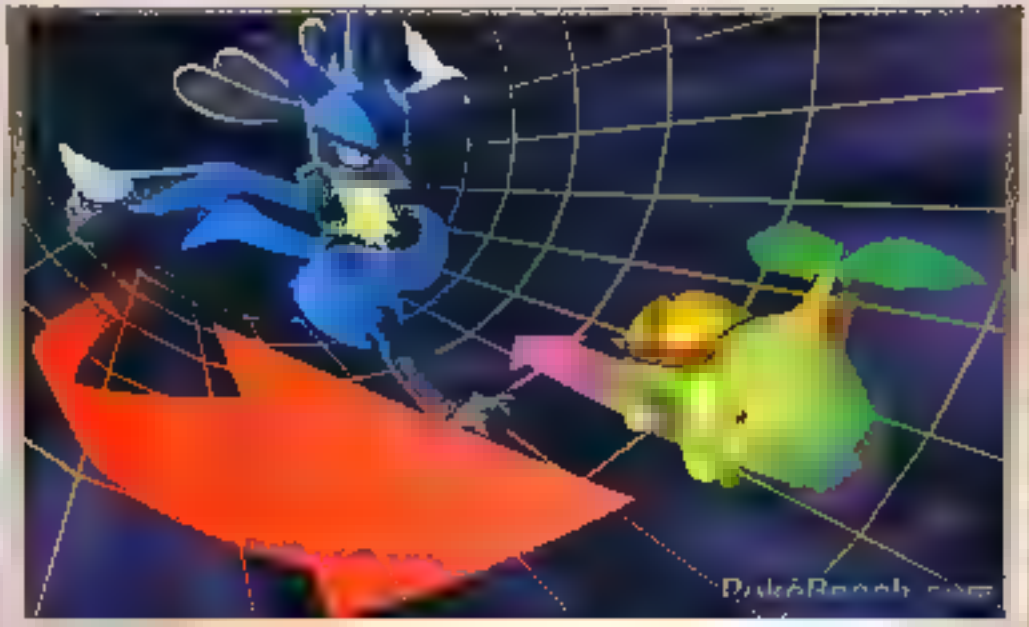
Remove 2 damage counters from 1 of your Pokémon (remove 1 damage counter if that Pokémon has only 1).

©2008 Pokémon/Nintendo

TRAINER

Trainer

Switch



Switch 1 of your Active Pokémon with 1 of your Benched Pokémon.

©2008 Pokémon/Nintendo

ENERGY

Cyclone Energy

Cyclone Energy provides ✶ Energy. When you attach this card from your hand to your Active Pokémon, switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent chooses the Benched Pokémon to switch.

Illus. Takumi Akabane

©2008 Pokémon/Nintendo

94/100 ✶

ENERGY

Warp Energy

Warp Energy provides ✶ Energy. When you attach this card from your hand to your Active Pokemon, switch that Pokemon with 1 of your Benched Pokémon.

Illus. Tokuma Akabane

©2008 Pokémon/Nintendo

95/100 ◆

Dusknoir LV.X

HP 140

LEVEL-UP Put onto Dusknoir

Poké-POWER Ectoplasm

If Dusknoir is your Active Pokémon and would be Knocked Out by damage from your opponent's attack, you may discard all cards attached to Dusknoir LV.X and put Dusknoir LV.X as a Stadium card into play instead of discarding it. This counts as Dusknoir being Knocked Out and your opponent takes a Prize card. As long as you have Dusknoir LV.X as a Stadium card in play, put 1 damage counter on each of your opponent's Pokémon between turns. If another Stadium card comes into play or Dusknoir LV.X is discarded by the effect of any attacks, Poké-Powers, Poké-Bodies, Trainer, or Supporter cards, return Dusknoir LV.X to your hand.

Put this card onto your Active Dusknoir. Dusknoir LV.X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Shinzarow

weakness ×2

-20

©2008 Pokémon

Heatran LV.X

HP 120

LEVEL UP Put onto Heatran

Poké-BODY Heat Metal

Your opponent can't remove the Special Condition Burned by evolving or devolving his or her Burned Pokémon. (This also includes putting a Pokémon Level-Up card onto the Burned Pokémon.) Whenever your opponent flips a coin for the Special Condition Burned between turns, treat it as tails.

POKÉ-POWER Heat Wave

Once at the end of your turn, if Heatran is on your Bench, you may use this power. If you discarded basic Energy cards attached to your Fire or Metal Active Pokémon by using that Pokémon's attack this turn, attach up to 2 of those Energy cards to that Pokémon.

Put this card onto your Active Heatran. Heatran LV.X can use any attack, Poké-Power, or Poké-Body from its previous level.

Illus. Shizurow

weakness ×2 | resistance | retreat cost ★ ★ ★ ★

©2008 Pokémon/Nintendo

Machamp LV.X

HP 150

LEVEL-UP Put onto Machamp

Poké-BODY No Guard

As long as Machamp is your Active Pokémon, each of Machamp's attacks does 60 more damage to the Active Pokémon *(before applying Weakness and Resistance)* and any damage done to Machamp by your opponent's Pokémon is increased by 60 *(after applying Weakness and Resistance)*.

Strong-Willed 20

During your opponent's next turn, if Machamp would be Knocked Out by damage from an attack, flip a coin. If heads, Machamp is not Knocked Out and its remaining HP becomes 10 instead.

Put this card onto your Active Machamp. Machamp LV.X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

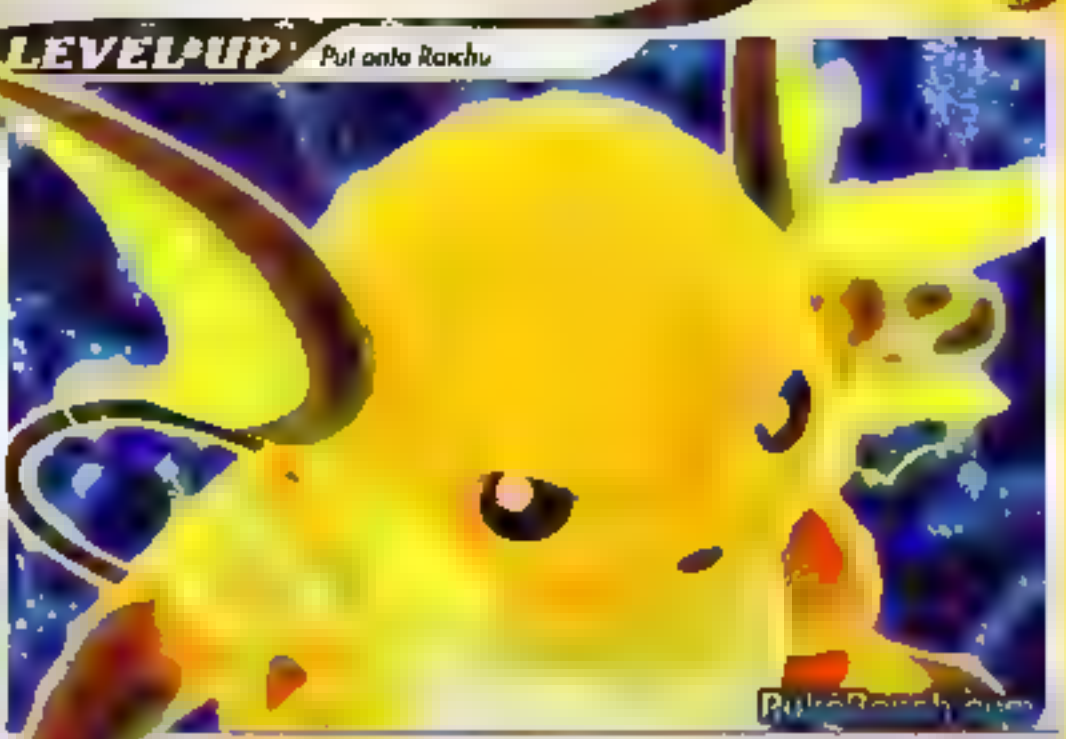
weakness	resistance	retreat cost
+40		

©2006 Pokémon/Nintendo

Raichu LV.X

HP 110

LEVEL UP *Put onto Raichu*



Poké-BODY Link Lightning

Once during your turn, when you put Raichu LV.X onto Raichu and use Voltage Shoot, you may use another attack of Raichu afterward. This power can't be used if Raichu is affected by a Special Condition.

Voltage Shoot

Discard 2 Energy cards from your hand and choose 1 of your opponent's Pokémon. This attack does 80 to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Put this card onto your Active Raichu. Raichu LV.X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

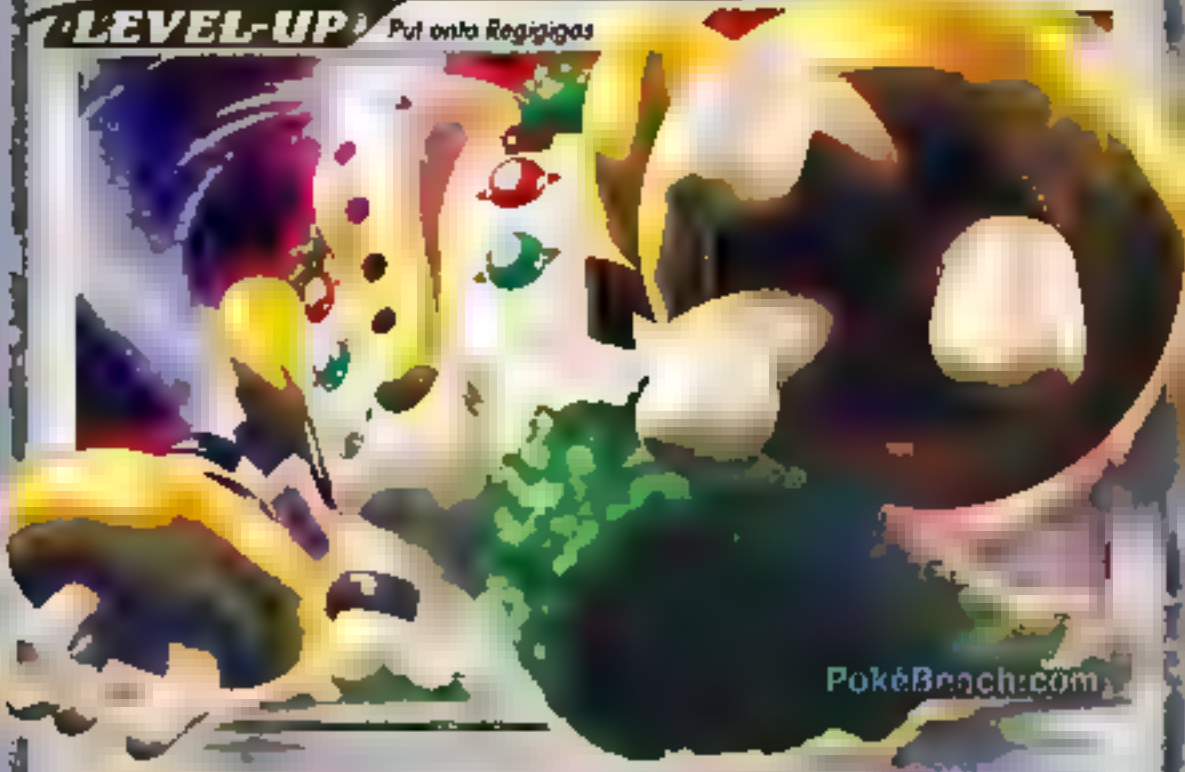
weakness	resistance	retreat cost
×2	-20	

©2008 Pokémon/Nintendo

Regigigas LV.X

HP 150

LEVEL-UP Put onto Regigigas



Sacrifice

Once during your turn (before your attack), you may choose of your Pokémon in play and that Pokémon is Knocked Out. Then, search your discard pile for up to 2 basic Energy cards, attach them to Regigigas, and remove 8 damage counters from Regigigas. This power can't be used if Regigigas is affected by a Special Condition.

Giga Blaster 100

Discard the top card from your opponent's deck. Then, choose 1 card from your opponent's hand without looking and discard it. Regigigas can't use Giga Blaster during your next turn.

Put this card onto your Active Regigigas. Regigigas LV.X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Shizurow

weakness ×2

resistance

retreat cost

©2008 Pokémon/Nintendo

100/100

Charmander lv.10

HP 50

BASIC

NO. 004 Lizard Pokémon HT: 2'00" WT: 18.7 lbs.

Scratch 10

Ember 30

Discard a Fire Energy attached to Charmander

From the time it is born, a flame burns at the tip of its tail. Its life would end if the flame were to go out.

Illus. Mitsuhiro Arita

weakness ×2

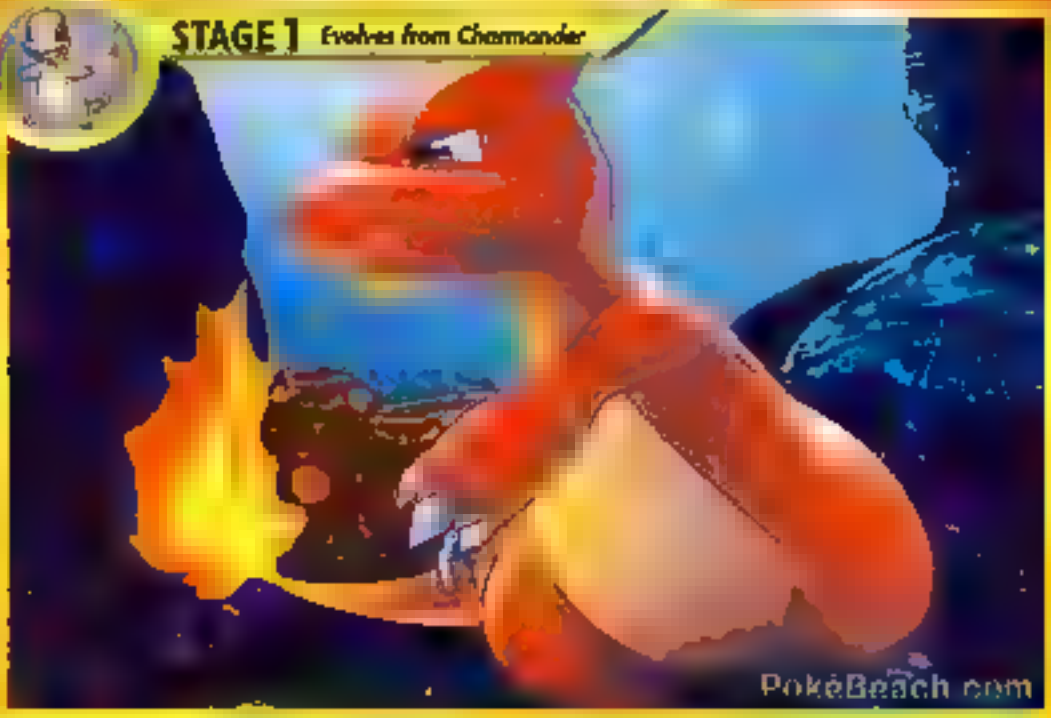
resistance

©2008 Pokémon/Nint

Charmeleon lv.32

HP 80

STAGE 1 Evolves from Charmander



NO. 005 Flame Pokémon HT: 3'07" WT: 41.9 lbs

Slash 30

Flamethrower 50

Discard a Fire Energy attached to Charmeleon.

It lashes about with its tail to knock down its foe. It then tears up the fallen opponent with sharp claws.

Illus. Mitsuhiro Arita

weakness ×2

resistance

©2008 Pokémon/Nintendo

Charizard LV.76

HP 120

STAGE 2 *Evolves from Charmeleon*

NO. 006 Flame Pokémon HT: 5'07" WT: 199.5 lbs.

Poké-BODY **Energy Burn**

All Energy attached to Charizard are Fire Energy instead of their usual type.

Fire Spin 100

Discard 2 Energy attached to Charizard.

Its wings can carry this POKÉMON close to an altitude of 4,600 feet. It blows out fire at very high temperatures.

Illus. Mitsuhiro Arita

weakness ×2

resistance -30

retreat cost

©2008 Pokémon/Nintendo

Drifloon Lv.16

HP 50

BASIC

NO. 425 Balloon Pokémon HT: 1'04" WT: 2.6 lbs.

Poké-BODY **Unburden**

If Drifloon has a Pokémon Tool card attached to it, Drifloon's Retreat Cost is ✶✶ more.

✶ **Tackle** 10

✶ **Big Explosion** 50

Drifloon does 50 damage to itself.

Illus. Atsuko Nishida

Weakness +10

✶ -20

Duskull

HP 60

BASIC

NO. 355 Requiem Pokémon HT: 2'07" WT: 33.1 lbs.

Counting Song

Put up to 3 damage counters on Duskull. Then, put that many damage counters on the Defending Pokémon.

Ram 10

Night Bind 20

Flip a coin. If heads, your opponent can't attach any Energy cards from his or her hand to the Active Pokémon during his or her next turn.

Illus. Kouki Saitou

weakness +10

resistance -20

©2008 Pokémon/Nintendo

Voltorb

HP 60

BASIC

NO. 100 Ball Pokémon HT: 1'08" WT: 22.9 lbs.

Fastball

Choose 1 of your opponent's Pokémon. Flip a coin. If heads, this attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Charge Beam 10

Search your discard pile for a ⚡ Energy card and attach it to Voltorb.

Thundershock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Illus. Kent Kanetsuna

weakness +10 | resistance -20 | retreat cost ★

©2008 Pokémon/Nintendo